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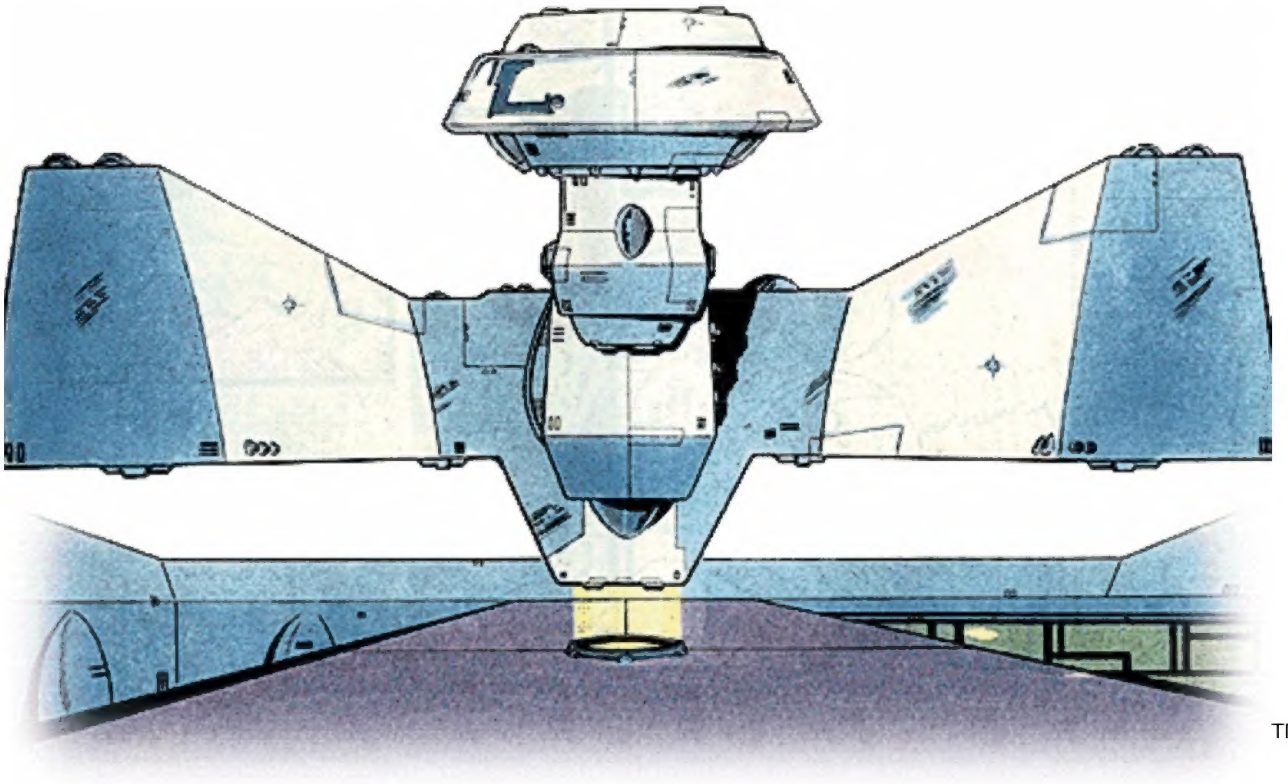

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An unofficial fan magazine dedicated to the Legion of Super-Heroes™

Legion Outpost II

number 3 (v1.12)

April 1995

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References: 60 years of DC Comics,
The Amazing World of DC Comics # 9 (Legion Handbook) by DC Comics,
the Legion of Super-Heroes sourcebooks by Mayfair Games,
The Legion of Super-Heroes Index, volumes 1 through 5, by ICG

A message from the publisher:

Welcome to *Legion Outpost II*, an electronic fan magazine dedicated to DC Comics' ***Legion of Super-Heroes*** and ***Legionnaires***. The original *Legion Outpost* was a popular fanzine published many years ago; this project is an attempt to continue that legacy. *Legion Outpost II* will contain regular features such as Who's Who pages and chronological listings of all appearances of the Legion of Super-Heroes. The real goal, however, is to involve the reader in helping to create the bulk of this magazine through the submission of letters and articles. I'm counting on you to help me publish this 'zine on a regular schedule. Send me your ideas, your letters, corrections ... any information you have which will help me put this all together. Please E-Mail all correspondence to outpost2@InfiniteEarths.org. The reboot of the Legion of Super-Heroes will all but disregard the original history. With *Legion Outpost II*, not only will that history be preserved, but younger fans will discover the same Legion that I fell in love with 20 years ago. Long live the Legion!

Section I - Legion biographies:

The following Legion mini-biography is by AOL member Myke 4. The focus of this table is on the Glorith-reality membership, with pre-Crisis and post-Crisis realities noted in braces.

Legion of Super-Heroes - biographies			
	Real Name	**Aliases**	**Date of Admission**
1	Rokk Krinn of Braal	Cosmic Boy, Polestar	06 January 2973
2	Garth Ranzz of Winath	Lightning Lad, Live Wire	06 January 2973
3	Imra Ardeen (Ranzz) of Titan, a moon of Saturn	Saturn Girl	06 January 2973
4	Luornu Durgo (Taine) of Carggg	Triplicate Girl, Triad, Duo Damsel	03 March 2973
5	Tinya Wazzo of Bgztl	Phantom Girl, Apparition	03 March 2973
6	Reep Daggle of Durla	Chameleon Boy, Chameleon	10 July 2973
7	Gim Allon of Earth	Colossal Boy, Leviathan	10 July 2973
8	Lyle Norg of Earth	Invisible Kid *[I]*	10 July 2973
9	James Cullen of Antares II	Kid Quantum (the Soul of Antares)	15 August 2973
{9} 10	{Kara Zor-El/ Linda Lee Danvers of 20th Century Krypton/ Argo City} Laurel Gand/ Leala Linder of Daxam/ Ricklef II	{Supergirl} Laurel Gand, Andromeda, “Tiger Rose”	05 September 2973
{10} 11	Querl Dox of Colu	Brainiac 5	05 September 2973
{11}	{Kal-El/ Clark Kent of 20th Century Krypton}	{Superboy}	04 December 2973
12	Jo Nah of Rimbor	Ultra Boy, Reflecto *[II]*, Emerald Dragon	01 April 2974
13	Thom Kallor of Xanthu	Star Boy	30 May 2974
14	Salu Digby of Imsk	Shrinking Violet, Virus	28 July 2974
15	Dirk Morgna of Earth	Sun Boy, Inferno	28 July 2974
16	Charles Taine of Earth	Bouncing Boy	30 August 2974
17	Lar Gand of 20th Century Daxam	{Mon-El} Valor	11 December 2974
18	Tenzil Kem of Bismoll	Matter-Eater Lad	24 December 2974
19	Jan Arrah of Trom	Element Lad, Alchemist	05 March 2975
20	Ayla Ranzz of Winath	Lightning Lass, Light Lass, Gossamer, Pulse	12 March 2975
21	Nura Nal of Naltor	Dream Girl	20 October 2975
22	Andrew Nolan of Earth	Ferro Lad, Ferro	08 December 2977
23	Val Armorr of Earth	Karate Kid *[I]*	08 December 2977
24	Projectra of Orando	Princess Projectra, Queen Projectra, Sensor Girl	08 December 2977

Legion of Super-Heroes biographies - (continued)			
	Real Name	**Aliases**	**Date of Admission**
25	Tasmia Mallor of Talok VIII	Shadow Lass	28 September 2978
26	Condo Arlik of Phlon	Chemical King	30 January 2979
27	Brin Londo of Zuun	(Lone Wolf), Timber Wolf, Furball	30 January 2979
28	Drake Burroughs of Earth	(ERG-1), Wildfire, NRG	01 June 2981
29	Troy Stewart of Earth	Tyroc	09 October 2981
30	Dawnstar of Starhaven	Dawnstar, Bounty *[II]*	03 January 2982
31	Blok of Dryad	Blok	10 October 2983
32	Jacques Foccart of Earth	Invisible Kid *[II]*	29 November 2983
33	Mysa Nal of Naltor	White Witch, Jewel	03 February 2984
34	Pol Krinn of Braal	Magnetic Kid *[II]*	01 February 2986
35	Brek Bannin of Tharr	Polar Boy	01 February 2986
36	⩛□△ of dimension of Teall	Quislet	01 February 2986
37	Ganglios of Hykraius	Tellus	01 February 2986
38	Berta Syke Haris of Earth	Nightwind	17 March 2990
39	Richard Kent Shakespeare of Earth	Impulse *[I]*	14 April 2990
40	Marak Russen of Xanthu	Atmos	10 February 2991
41	Myg of Lythyl	Karate Kid *[II]*	10 February 2991
42	Bobb Kohan of Earth	Crystal Kid	28 May 2991
43	Myke-4 Astor of Khundish Calish-Aetia	Echo	28 May 2991
44	Stig Ah of Rimbor	Reflecto *[I]*	28 May 2991
45	Staq Mavlen of Shwar	Fire Lad	24 September 2992
46	Ral Benem of Mardru	Chlorophyll Kid	20 October 2991
47	Drura Sehpt of Somahtur	Infectious Lass	20 October 2991
48	Peter Dursin of Earth	Porcupine Pete	20 October 2991
49	Rhent Ustin of Earth	Visi-Lad	20 October 2991
50	Ulu Vakk of Lupra	Color Kid	27 November 2991
51	Dag Wentim of Zwen	Stone Boy	27 November 2991
52	Myke Chypurz of Earth	Storm Boy	15 March 2992
53	E. Davis Ester of Touston	Calamity King	27 May 2992
54	Britta An'nan of Sklar	Kono	14 December 2994
55	Celeste McCauley of Earth	Celeste Rockfish, Neon	14 December 2994
56	Devlin O'Ryan of Xanthu	"Reflex"	11 June 2995
57	? of Khundia	Blood Claw	Summer 2995
58	? of Khundia	Firefist	Summer 2995
59	? of Aetia	Flederweb	Summer 2995
60	? of Khundia	Veilmist	Summer 2995
61	Sussa Paka of Earth	Spider Girl, Wave	Autumn 2995

Members admitted under false pretenses:

21.1	?	“unnamed yellow-garbed criminal”	Spring 2976
21.2	Jeem Rehtu of Preztor	Command Kid	Spring 2976
21.3	Vorm of New Tartuga	Dynamo-Boy	Summer 2976
21.4	Laevar Bolto of Venus (?)	Cosmic King (adult)	Summer 2976
21.5	Mekt Ranzz of Winath (?)	Lightning Lord (adult)	Summer 2976
21.6	Eve Aries of Titan, a moon of Saturn	Saturn Queen	Summer 2976
21.7	Graah of Murra	Blackout Boy	January 2977
21.8	Xaxan of Murra	Magnetic Kid [I]	January 2977
21.9	Aarl of Murra	Size Lad	January 2977
23.1	Hart Druiter of Myar	Nemesis Kid	08 December 2977

Honorary/Reserve Members:

{1}	{Peter Ross of 20th Century Earth}	{Pete Ross}	01 April 2974
{2}	{James B. Olsen of 20th Century Earth}	{Elastic Lad}	Summer 2975
{3}1	Gnill Opral of Hajor	Kid Psycho	Spring 2977
{4}	{Lana Lang of 20th Century Earth}	{Insect Queen}	Spring 2978
{5}2	Rond Vidar of Earth	Rond Vidar, a Green Lantern	Summer 2978

Section II - Death and the Legion of Super-Heroes:

Presented below is an essay on death in the world of the Legionnaires written by AOL member NiteWatch.

Death in the Classic Legion

by Samuel Hawkins

It seems to me that the reasons for killing comic characters occur in seven, often-overlapping, categories. I'm going to enumerate those reasons, and then analyze the Classic Legion (pre-Giffen) deaths to see where they fit.

Reasons for comics deaths:

1. Shock value. The simplest, and definitely most common reason, because it relates directly to the bottom line: increasing sales for at least that one issue. It is a two-edged sword, however. Kill off a character, and you've lost her or him forever, unless you resort to the time-honored and overused move of resurrecting the character a sufficient number of issues later. Therefore, Shock Value kills generally involve a recognizable but not too popular character - not quite a second-stringer (see below) but not your big draw either. All kills, if not falling into this category, at the very least enjoy it as an added benefit. "Hey, we're killing someone! Be sure to buy this issue!" Examples: Starman, Mockingbird.

2. Eliminating a weak or annoying character, especially one with ill-defined or cumbersome abilities. This category is one that can be defended on an artistic basis more easily than most. Some characters never quite click. This can be especially true in series with large casts (such as the Legion) where there may be pressure, at least at the onset of the series, to create a large number of characters quickly. This, naturally, increases the likelihood of getting a dud in there somewhere. This is also especially likely to affect characters whose powers or abilities are not sufficiently visual or dynamic. If they fail to develop some air of mystery or arrogance, or don't get heavily involved with some big-time character, they're done for. Maybe even then. The danger of this, like all deaths, is doing away with a character who might just turn it around. There was talk of killing Green Arrow in the late 60's, but do that and you have no classic O'Neil/Adams *Green Arrow/Green Lantern*. Similarly, Matter-Eater Lad was a terrible character throughout most of his history, but if he'd been killed instead of being sent off to be a Senator in the mid-70's, he wouldn't have achieved the popularity he did in the Giffen series after the personality implant. Examples: The Red Tornado (multiple times), Jason Todd, the Swordsman.

3. Fodder kills. These occur during events or storylines of cataclysmic proportions, and there is a sense that someone has to die based on the seriousness of the situation and the law of averages (i.e., "Hey, we're sending eight heroes with no powers up against the demigod Meano, who is capable of folding up the universe and flushing it down his toilet. Wouldn't at least one of them get killed?"). If no one dies, then it must not have been that serious a threat. Examples: Just about everyone in Crisis, but Kole from the Titans was an especially good example. Some folks even speculated that she had been created only so that a Titan could die in the Crisis. Similarly, the slew of heroes who were killed a while back in Eclipso, though some may have fallen under Category 2.

4. Short-lived deaths. Maybe the most frustrating for hard-core fans, and something of which we've seen a lot in the last few years. They're killed, but we know that there is no way that a character that important will stay dead for very long. The frustration comes in when you see the masses falling for the trick. Examples: Superman, Iron Man, Magneto, Reed Richards. Close to killing a character, more common, and becoming really tiresome, is the temporary incapacitation of a big-name hero and introduction of a replacement (Batman, Thor, Captain America, and Iron Man in the alcohol days). This category is a derivative of Category 1, but with a shorter death period, and a greater certainty that it won't last very long.

5. The character has run his/her course. I include this category somewhat reluctantly, because few characters' deaths truly belong here. Rarely do strong comics characters achieve that sense of closure in their stories, and as a general rule I would say that a good writer can breath new life into a character who is at something of a stopping point. But at times it is appropriate, although generally there are large elements of Shock Value mixed in, and at times the closure is needed only because a character has been messed up beyond easy repair or made irredeemably evil (watch out Hal Jordan). A prime example is Captain Mar-Vell. He never quite made the big breakthrough, and his death seemed to have a purpose and sense of appropriateness. But it was also not necessary. He had a lot of untapped potential. Other examples include Simonson's Manhunter, the Justice Society members in Zero Hour, Phoenix, and Barry Allen; and, though not a lead character, I'd put May Parker in here as well. It was time.

6. Supporting character death so that we can see the impact on the lead character. These are fairly common, and generally happen to characters who are not even heroes, although Mr. Terrific and the Earth-2 Batman might partially fit here. Gwen Stacey, Heather Glenn, and Iris Allen are good examples (watch out all super-hero wives and girlfriends). And at times the effect of death on the lead character, even if not the primary reason, becomes the best thing about the move (i.e., Jason Todd and the effect on Batman).

7. Non-comic related reasons. This is rare, with maybe only one bona fide case (which will be discussed later). But a failed extra-comic venture can definitely have an impact (i.e., Supergirl and that horrible movie).

Before I go any further, let me note that good stories have been constructed around each type. The motivation for the death doesn't necessarily determine the quality of the death story.

Legion deaths:

Two things stand out to me about Legionnaire deaths. One, they tend, with a few exceptions, to be permanent. Fans of the series know that if a character buys it, he or she is probably going to stay dead. This goes a long way towards increasing the impact of these stories. Secondly, there have been a lot of them. But this is mostly a product of having a large cast of characters. It gives the writers and editors the feeling that death is something that they can use more freely than with other series, because their book is not dependent on any one character. This has led to some good stories, a lot of irate fans, and a potential for abuse. Before starting, let me note that I'm not discussing one or two issue deaths (i.e., Mon-El, Timber Wolf) or the ones where the reader knew the character was alive, even if the other Legionnaires didn't (Ultra Boy).

1. Lightning Lad. Though not around at the time (*Adventure #304*), I would assume that this was a pretty groundbreaking event, seeing as how it was the first super-hero death to occur since the 40's (the Comet). But it didn't last (at least not until the revelation/revision of *Legion Annual v4 #3* a few years ago) and much of the potential was lost when this turned out to be a Category 4 "Short-Lived Death". But it did give Legion a needed touch of seriousness, and probably gave Legion readers that needed feeling in fiction that something really bad might happen. And the difficulty of the Legionnaires in dealing with his death added a human touch, though the fact that they talked about reviving Lightning Lad in every issue until he actually was revived tipped their hand that he was returning.

2. Triplicate Girl. This may have been the ideal situation for a writer. A character whom you can "kill" twice, because she had two spares to begin with. The first death in *Adventure #340* by Computo seems especially shock-seeking as first presented. I can remember reading the story as a child and thinking how casually things were handled when Luornu showed up alive. "I'm okay. Yeah, I lost a body, but that's okay, I've got two left.". I wondered why they didn't get rid of her and get another Carggite. Was the power to split into two bodies as good as the power to split into three (not that I ever thought it was that great either)? This death was retrospectively given deeper meaning, in both the Levitz and Bierbaum eras, and ultimately provided great insight into Luornu's personality and suffering. The second "death" at the hands of the Time Trapper was more along the lines of Category 6, as we watched Luornu deal with her "own" death. Too bad it couldn't have been that way the first time around, but I suppose that's asking a bit too much of the era.

3. Ferro Lad. Truly groundbreaking (*Adventure #353*). The first hero (if you ignore the SW6 incarnation) to truly stay dead. In fact, at times I've wondered if Ferro Lad, Bucky Barnes, and Bruce Wayne's parents aren't the only deceased characters that will probably always stay that way. Perhaps the only flaw was that he hadn't been around long enough (6 issues) for readers to develop that great a bond with him. Which raises the interesting question of whether or not Weisinger had the guts to actually kill off a character with any kind of following, and how the Legion may have been different if one of the older characters had been the one to buy it (in fact, this may have been a great opportunity to send Bouncing Boy to the Great Beyond). The "Ghost of Ferro Lad" in *Adventure #357* was also a nice follow-up. Unfortunate was the lack of reflection by any of the Legionnaires after this for, oh, the next 20 years or so, on Andrew Nolan as a person, and his loss. But again, maybe just the product of his having been around for so

short a time. Still, as well-done as this was, I see no category in which it can belong except Shock Value.

4. ERG-1. Almost forgot this one, since he was dead for so short a time (*Superboy & LSH #195-201*). It would be interesting to know if his resurrection was planned or the result of reader interest. The story in itself is not that noteworthy except for one thing - it gave us some insight into just how much some people wanted to be Legionnaires, and what they were willing to do to be one. This is the theme that I've felt was always peripherally present throughout the series, but was never fully developed. Think about it. The LSH was in many ways that exclusive teen-age click to which most kids desperately aspire. And several times, especially in the *Adventure* days, the dismissals of applicants whose powers were not up to Legion standard were cold, cruel, and rude. When the rejection issue was discussed, as in Bouncing Boy's origin or the Kid Psycho story, it was generally along the lines of a persistence or nobility lesson, and ERG's death followed this pattern as well. There was a lot of potential here to do some work with the issue of not being able to belong to something, no matter how hard one tries, and it would probably have gotten a great deal of reader identification. As it was, this story just goes in a Category 1 and 6 mixture.

5. Invisible Kid. This one puzzles me. But then, the treatment of the Kid throughout his career did. He wasn't very prominent until he was elected leader (I'm not sure if that was the editor's choice or if they did the fan poll that year) but he blossomed in the role. And then promptly disappeared again when his term ended. I'd say that this one is mostly Shock Value. Perhaps there was the sense that it had been 10 years since a Legionnaire died and it was time to happen again (ERG had just returned). And maybe the difficulty (or lack of creativity) of showing his power in action (the outlined drawing was a little silly) puts him in Category 2. His farewell story (*Superboy & LSH #203*) showed his great promise, both in terms of power and personality, although as with Chemical King, the personality development was a bit sudden. The subsequent reverence of him by his successor makes me feel that there was something about Lyle Norg that was never really adequately communicated.

6. Chemical King. This one is a little bit Shock Value, but mostly Category 2. Chemical King's power was not very visual or dynamic and was downright confusing, especially since the writers could never seem to keep it straight. Sometimes he changed things, almost like Element Lad. Sometimes he generated chemicals. Rarely did he speed up or slow down chemical reactions, which was what his power was supposed to be. (Once he used his power on himself to make himself super-strong for a short time. This was actually within the boundaries of his established power, but we never saw it again). There was also the perceived pressure to fulfill the Adult Legion prophecies. And it was made unfortunate because Chemical King was finally given a personality (a pretty bleak one, but distinct from his teammates, and it might have been welcome in a strip that's been a little too cheery at times) in the story (*Superboy & LSH #228*) in which he buys it. But I suspect that part of the reason he'd never been very well developed is that the poor schmuck was destined to die young (from the cover of the Adult Legion story in *Adventure #354*) before he'd even first appeared in a story (*Adventure #371*). Not much motivation for a writer in those days to attempt much with a character (though now you'd probably see foreshadowing out the wazoo). The look back at Chem and the linkage of he and

Invisible Kid in *LSH v3 #55* and *SECRET ORIGINS #47* was great, and filled in the gaps in the character's history well. Oh, Chemical King, we hardly knew ye.

7. The Unknown Legionnaire who was supposed to die in the Earthwar. I don't know who was discussed, and would love to hear from anyone who knows, but in the letter column of *Superboy & LSH #257* the editor confirmed that they'd talked about it. I guess that would make this unconsummated death fall squarely in Category 3. Who would have been the best candidate, though? Tough one, but if writing the series, I'd have probably selected Bouncing Boy (again). Retired, never very powerful Legionnaire, who was mostly comic relief, steps in front of a gamma grenade or something to save the wife he had caught on the rebound but loved deeply. Coulda been a great tear-jerker, especially seeing Luornu's reactions in later issues.

8. Karate Kid. This is the death (*LSH v3 #4*) that I called perhaps the one bona fide Category 7. First I must admit that I don't know the details, and would appreciate it greatly if someone who does would let me know. But what I've always heard is that this was motivated by the possibility that Jim Shooter would ask for money from the Kid's old book because his signing away of his rights to the character was not binding, due to him having done so when a minor. It makes me wonder about Projectra, since she was the only one of the four characters he created (including Nemesis Kid and Ferro Lad) to still be around after the legal issue, but then again, not long afterward, she became Sensor Girl. And the Karate Kid and Projectra SW6 characters did buy it pretty fast, though Ferro Lad didn't. The current series seems to be walking a fine line between retaining copyright and not making any money off the character. But Shooter has written that he would never claim the cash, because it's something that Peter Parker wouldn't do. In any event, the ramifications on Projectra and Timber Wolf were handled well, but I don't recall that much talk of it among the other Legionnaires. Could it be that some of the Legionnaires were becoming callused by this time? Or too aware of their own potential death to talk about it too much? This one could also fit pretty well in the Fodder category, as the "Here A Villain" storyline was hailed as one of the biggies.

9. Supergirl. This death occurred outside the LSH (*Crisis On Infinite Earths #7*), but I'll include it anyway because of its repercussions. I'd argue that this one was pure Shock Value, and refute those who would say it belongs in Category 2 by saying that she just needed a good writer, as evidenced by her appearances in the Legion as written by Levitz. In fact, he lobbied hard to get her brought permanently to the 30th century instead of being killed, and I would have loved to have seen it. I think he could have done wonders with her. I always thought that someone who'd grown up in a technologically advanced place like Argo City would have gravitated to the 30th Century. As it was, the grief of Brainiac 5 was handled well (though maybe a bit too short-lived) and the involvement in the Sensor Girl mystery was great, although it tortured a lot of us.

10. Mentalla. I don't really consider this that much of a LSH death since she was a member only posthumously, but I really can't see any reason to place it in anything but the Shock Value category. However, the one quality aspect of it was along the lines discussed earlier with ERG, except that a decade later, the LSH had matured sufficiently for us to get to see some of the results of the unfulfilled desire (*LSH v3 #26*).

11. Superboy. Don't get me started. Oh, okay. Briefly, and checking my emotions at the door, I will admit that this one can be viewed as a Category 5. Most people (not all!) felt that the Legion had outgrown Superboy, and the Byrne revisions in *Superman* had rendered some sort of resolution necessary. I had expected that these changes would be more of the type that occurred later with the supposed killing of the Time Trapper in *LSH v4 #4*, and was generally surprised when the real Superboy turned up. Having acquiesced to some Category 5 concerns, I still argue that this death goes under "Shock Value". It would have been perfectly acceptable and natural to have had Superboy continue the journey with his Earth to a safe dimension, instead of returning with the Legionnaires and dying (*LSH v3 #37*). Then those of us who cared could have had the feeling that there was still a place for our memories in the current comics world, and those that didn't could have their Superboy-less world. But no. Shock Value always reigns. At least this was the one occasion in the series when a Legionnaire death has produced the prolonged effects one would expect. I know that it's comic time, but too often these deaths have been portrayed as simply being shrugged off. I mean, you hardly ever saw anyone talking about their friends' deaths more than one issue later. Pretty resilient or pretty unhealthy bunch of kids.

I'm either too lazy or too wise to attempt to tackle the amount of death that occurred in the Giffen to Zero Hour era, and anyway, it would get old writing "Shock Value" that many times. That incarnation (which I mostly enjoyed, though it never sounds like it when I write about it. But I can't help it. It paled in comparison to the real Legion to me) overwhelmed us with death at times (blowing up the Earth?). Remember that potential for abuse I mentioned earlier? You saw it there. It's still too early to comment on the overall attitude towards death in the current series, but when all is said and done, I have a feeling that the current incarnation will most likely fall somewhere between the two earlier ones in its use of death.

One of the interesting things about the Legion was their explicit code against killing, and when death did occur in the old series, it was an interesting counterpoint to the heroes' moral stance. You knew that in a way, they fought with one hand tied behind their collective back, but it was worth it from a moral standpoint. I think that the important thing to remember about death in the LSH, and in comics in general, is that it's necessary to inject some realism and it also gives us some of the better stories. On the other hand, it's dicey picking who dies. You always tick off someone because you've killed their "favorite hero ever". And I don't feel that any character ever has to die. Too many weak, uninteresting, or fading characters have been revived by good writers. On the other hand, should a comic writer ever really worry about making a big mistake by killing off someone? You can always bring them back. And they do. They do.

Section III - Guide to the Milky Way Galaxy:

The following is a series of star-maps which I based on actual maps presented in *The Astronomical Companion by Guy Ottewell (c) 1979*. The maps begin with our solar system and then expand outward in ever increasing views. My goal is to present to you some idea of not only how vast our insignificant galaxy is but also to give some feel of the physical relationships between the worlds of the United Planets. I "grayed" most of the stars, highlighting only those of relevance to the world of the Legion. The last map, that of the United Planets itself, is based on the one presented in *2995: THE LEGION OF SUPER-HEROES SOURCEBOOK* (which was actually used by the Bierbaums in *LEGION OF SUPER-HEROES [fourth series]*). Before presenting the star-maps, I think a little introduction to the structure of our solar system and galaxy is in order ...

The Earth is a typical Class M planet orbiting a single G_2 Spectral Type (yellow main sequence) star named Sol. Sol is but one of the over 200,000 million* stars that make up the Milky Way Galaxy. The Milky Way Galaxy is merely one of the well over 1,000 million galaxies that populate the universe. The universe itself is between 10,000 and 20,000 million years old (estimated at 15,000 million years old) and, with our most powerful telescopes, we can peer outward 10,000 million light years in any direction.

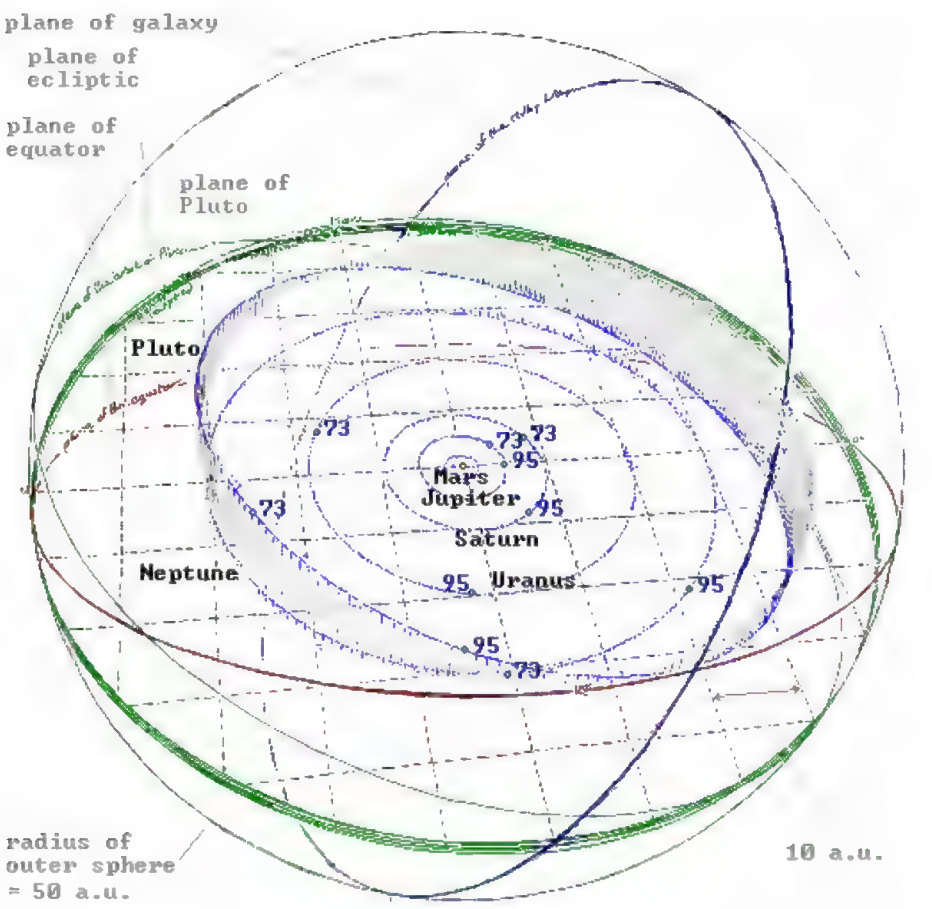
Many people don't realize the significance of the "light year" measurement. In the vacuum of space, light travels at a constant speed of 186,282 miles per second. One light year is the distance light travels in an Earth year. It takes a little over eight minutes for the light from the Sun to reach the Earth. What that means is that if the Sun were to suddenly vanish into another dimension, the people of Earth would neither observe the disaster nor feel the gravitational effects for eight minutes! We are actually observing stars and feeling their gravitational effects years after the fact ... many of the stars we see burned out billions of years ago! When you point to a star that is 100 light years away, you are actually pointing to its location 100 years ago. In effect, the farther out you look, the further back in time you see. This is why it is so important to scientists to create powerful telescopes like the Hubble Space Telescope ... we can actually observe the universe as it was early in its life-cycle!

Our Milky Way Galaxy is a rotating spiral galaxy. It is in the shape of a disc 100,000 light years across and 2,000 light years thick with a bulge at its center 40,000 light years wide and 10,000 light years high. Most of the galaxy's mass is located in the galactic bulge; the core of our galaxy is 10,000 heavier and 300,000 times brighter than our Sun and it is suspected that a black hole exists there. The bulge contains mostly old stars while the disk contains younger ones. Our Sun, which is about 5,000 million years old, is about 30,000 light years out from the galaxy's center. The Sun orbits the galactic core at about 155 miles per second, which means it takes somewhere in the area of 240 million years to complete one orbit.

* In order to better impress upon the reader the magnitude of the numbers involved in this article, I have chosen to replace references to "billion" with the equivalent "1,000 million".

The first diagram shows the orbits of the nine planets of our home star system. In order to put the relative sizes and distances of the planets in perspective, allow me present the solar system on a scale we can all visualize. If the Sun were a pumpkin a foot in diameter, Mercury would be a tomato seed 50 feet away, Venus would be a pea 75 feet away, the Earth would also be a pea 100 feet away, Mars would be a raison 175 feet away, Jupiter would be an apple 550 feet away, Saturn would be a peach 1025 feet away, Uranus would be a plum 2050 feet away, Neptune would also be a plum 3225 feet away, and Pluto would be smaller than a strawberry seed nearly a mile away! On this shrunken scale, the nearest star, which is a mere 4.2 light years (or 25,000,000,000,000 miles) distant would still be an unimaginable 30 million miles away!

Referring to the diagram, one sees three different planes described: the ecliptic, the equatorial, and the galactic planes. The plane of the ecliptic is simply the plane in which the Earth orbits. Most of the other planets have ecliptic planes similar to the Earth's. Pluto, however, is a highly erratic planet. It not only rises well above and below the Earth's ecliptic, it also has an extremely elliptical orbit (unlike the other planets whose orbits are relatively circular). As a matter of fact, Pluto, normally the ninth planet, is currently the eighth planet (it crossed inside Neptune's orbit on January 21, 1979 and will remain inside until March 1999). I have marked the locations of the planets in their orbits between 2973 and 2995 A.D., the time span of the pre-reboot Legion, for reference (note that Jupiter orbited twice in that period). In the 30th century, Pluto will be within Neptune's orbit from late 2969 to early 2990. The plane of the equator cuts through the Earth at, you guessed it, its equator. The equatorial plane differs from the ecliptic because the Earth is tilted in its orbit. Finally, the plane of the galaxy shows the orientation of the two other planes to the disk of the Milky Way Galaxy. If you ever get a chance to go stargazing in the wilderness, away from all the lights, look up and you will see a band of stars arcing high across the heavens ... this is the galactic plane, the disc of our own galaxy.

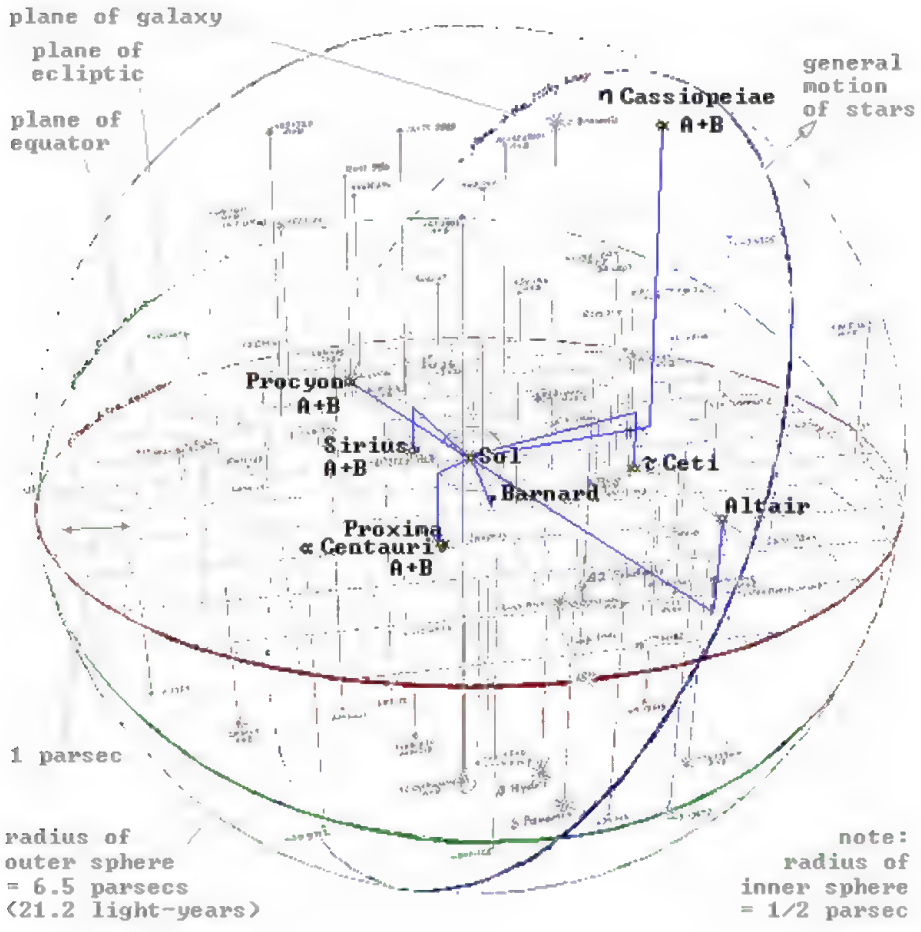


The next diagram shows the region of space out to a radius of 6.5 parsecs (21.2 light years). This sphere contains the 100 stars nearest to our Sun. Note that the radius of the inner sphere shown is over 2000 times greater than the outer sphere of the previous diagram! Only the more common stars and those related to the Legion are highlighted.

Alpha Centauri A and B along with Proxima Centauri is a triple-star system and is our nearest neighbor. Orbiting the Alpha Centauri system are the planets Rann (former home of the 20th century hero, Adam Strange) and Amadus (a.k.a. Alpha C 4). The people of Rann are humanoid, the greatest distinguishing feature between them and humans being their lack of body hair. The planet Amadus was one of the first worlds colonized by Earth-born humans. Alpha Centauri A (a yellow star only slightly larger than Sol) and Alpha Centauri B (an orange dwarf star) are located 4.35 light years from Earth, the separation between the two varies from 11 to 35 A.U., and their orbital period is about 80 years. The third star (a variable red dwarf star) in the system is only very loosely associated with the other two and is named Proxima Centauri. It is the closest star to our own at 4.22 light years and is separated from the pair at a distance of about 1/6 of a light year. It orbits Alpha A&B once every 1/2 million to 1 million years.

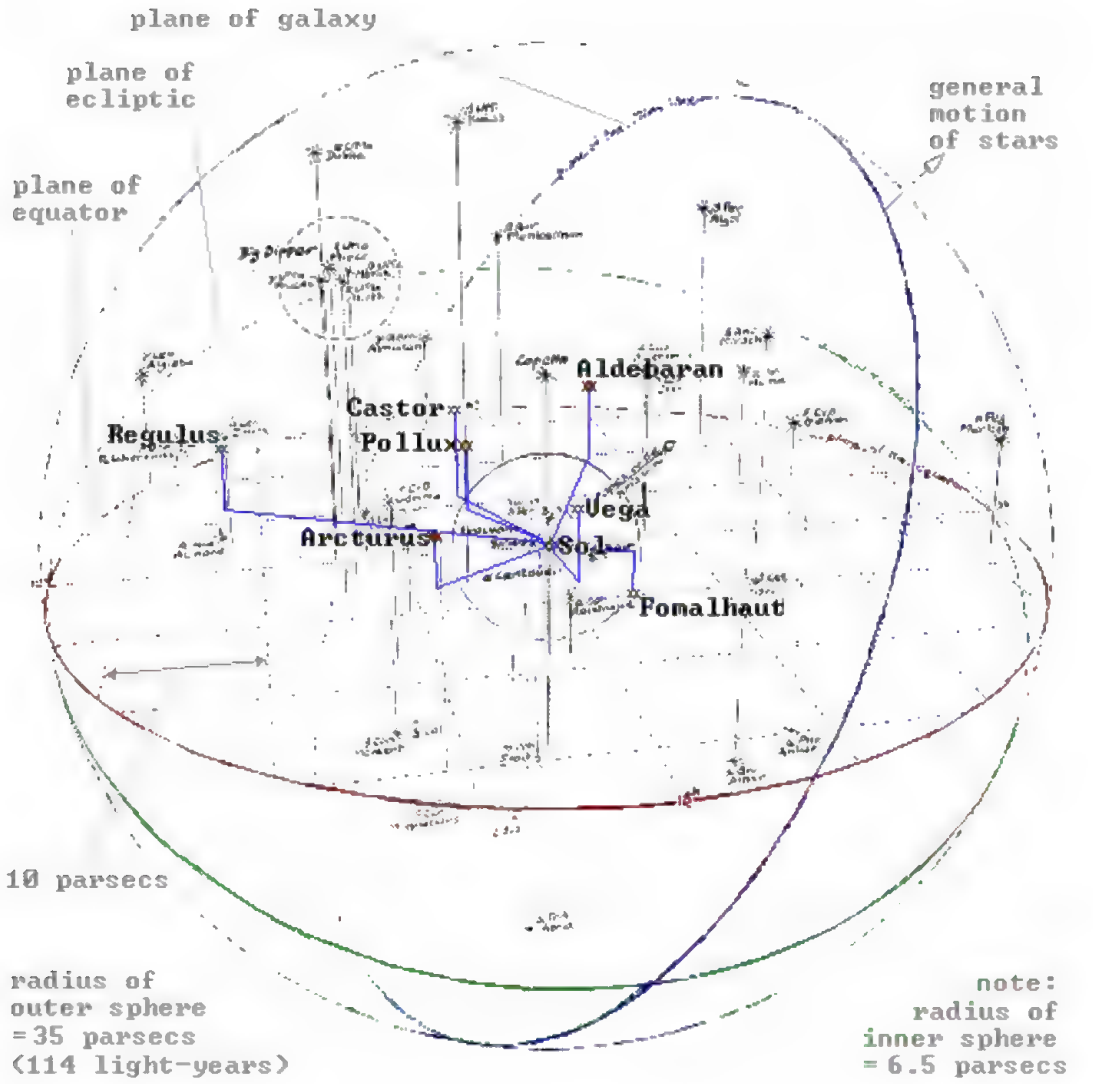
Procyon A and B is a double-star system and around it orbits the planet Procyon 2, one of the closest worlds to Earth with an indigenous race. The Procyoni are green-skinned anthropoids with ten arms. Procyon A (a yellow star twice the diameter of Sol) and Procyon B (a white dwarf) are located 11.4 light years from Earth.

Around the star Altair orbits nine planets, however only the fifth planet, Altair 5, supports life. Like much on their planet, the sentient inhabitants of Altair 5 are tetrahedronal in shape. Altair (a white star slightly larger than Sol but far hotter) is located 16 light years from Earth.



The next diagram shows the region of space out to a radius of 35 parsecs (114.2 light years). Note that the radius of the inner sphere shown is that of the previous diagram, 6.5 parsecs (21.2 light years). Again, only the more common stars and those related to the Legion are highlighted.

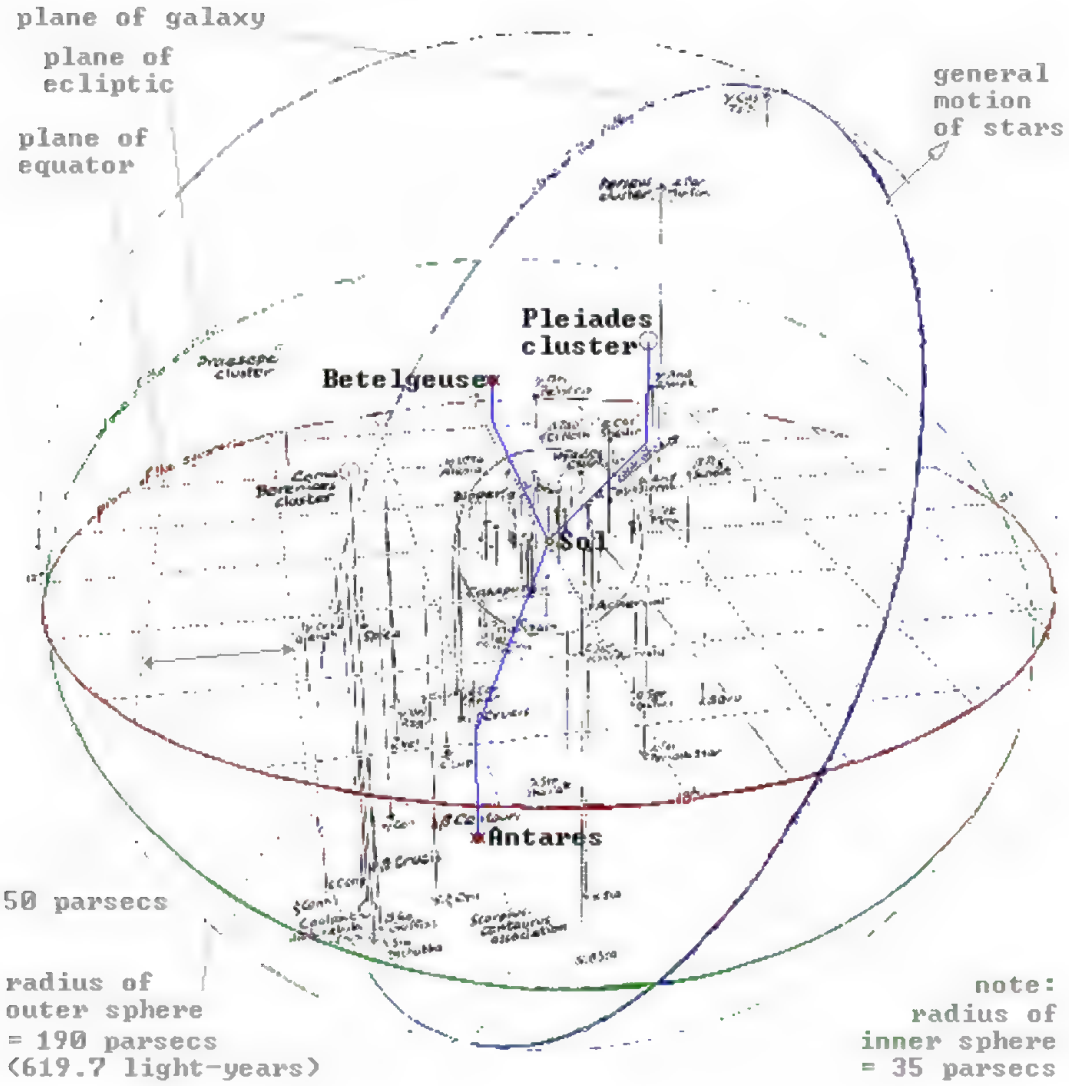
The Vega star system is home to many life-supporting worlds. The region that lies from 600 million miles to 2,000 million miles away from Vega, the so-called "Ring of Life", contains 22 inhabited worlds (the number was 25 until the mad goddess X'Hal destroyed 3 of them). The inner-most worlds have years equivalent to 12 Earth years while the outer-most last 85 Earth years. Originally, only the races known as the Okaarans and the Branx existed there. After genetic experiments by the Psion race, the worlds were populated by numerous sentient peoples. The worlds are named the Citadel Homeworld, Culacao, Karna, Hnyxx, New Alliance, Sindromeda, Emana Branx, Tamaran, Rashashoon, Okaara, Voorl, Euphorix, Slagg, Rogue, Dredfahl, Aello, Ogyptu, Changralyn, plus others (these are the homeworlds of such 20th century heroes as Starfire and the Omega Men). The 30th century status of these worlds is not known. In the real Universe, Vega is a white star about three times the diameter of Sol and is located 26 light years from Earth. In the DC universe, Vega was established as being a red star of the same size and distance.



The next diagram shows the region of space out to a radius of 190 parsecs (619.7 light years). Note that the radius of the inner sphere shown is that of the previous diagram, 35 parsecs (114.2 light years).

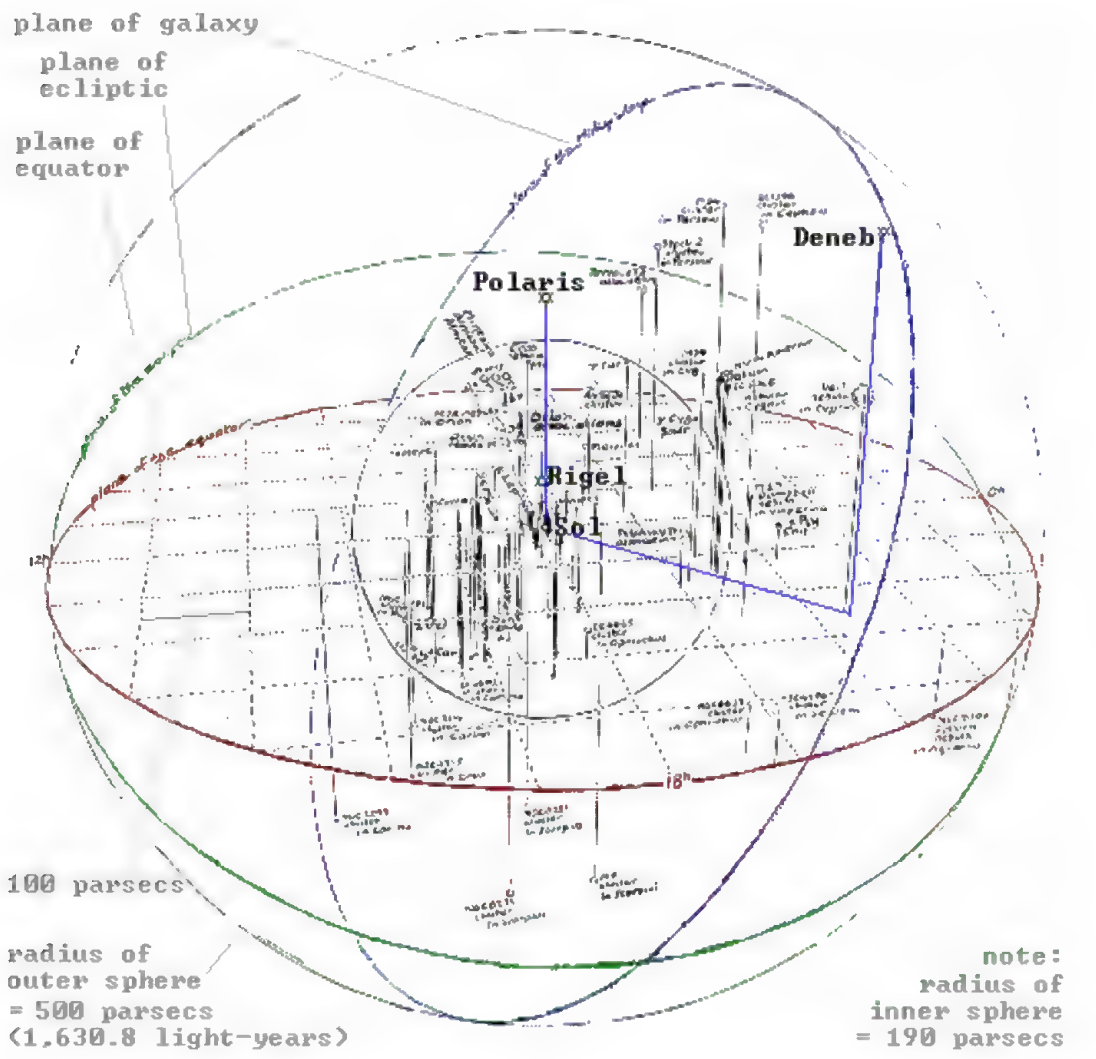
Around the star Antares orbits the Protean Planet, Antares II. This world is the home planet of the Proteans, a race of passive, sentient shape-changers. Antares is located 430 light years from Earth. In the real Universe, Antares is a variable red supergiant, nearly 300 times the diameter of Sol and over 5,000 times brighter ... yet much cooler. In the DC universe, Antares was established as being an orange star.

Another star of note is the variable red supergiant Betelgeuse. It is one of the largest stars known (300-420 times the diameter of Sol). Betelgeuse is located 650 light years from Earth.

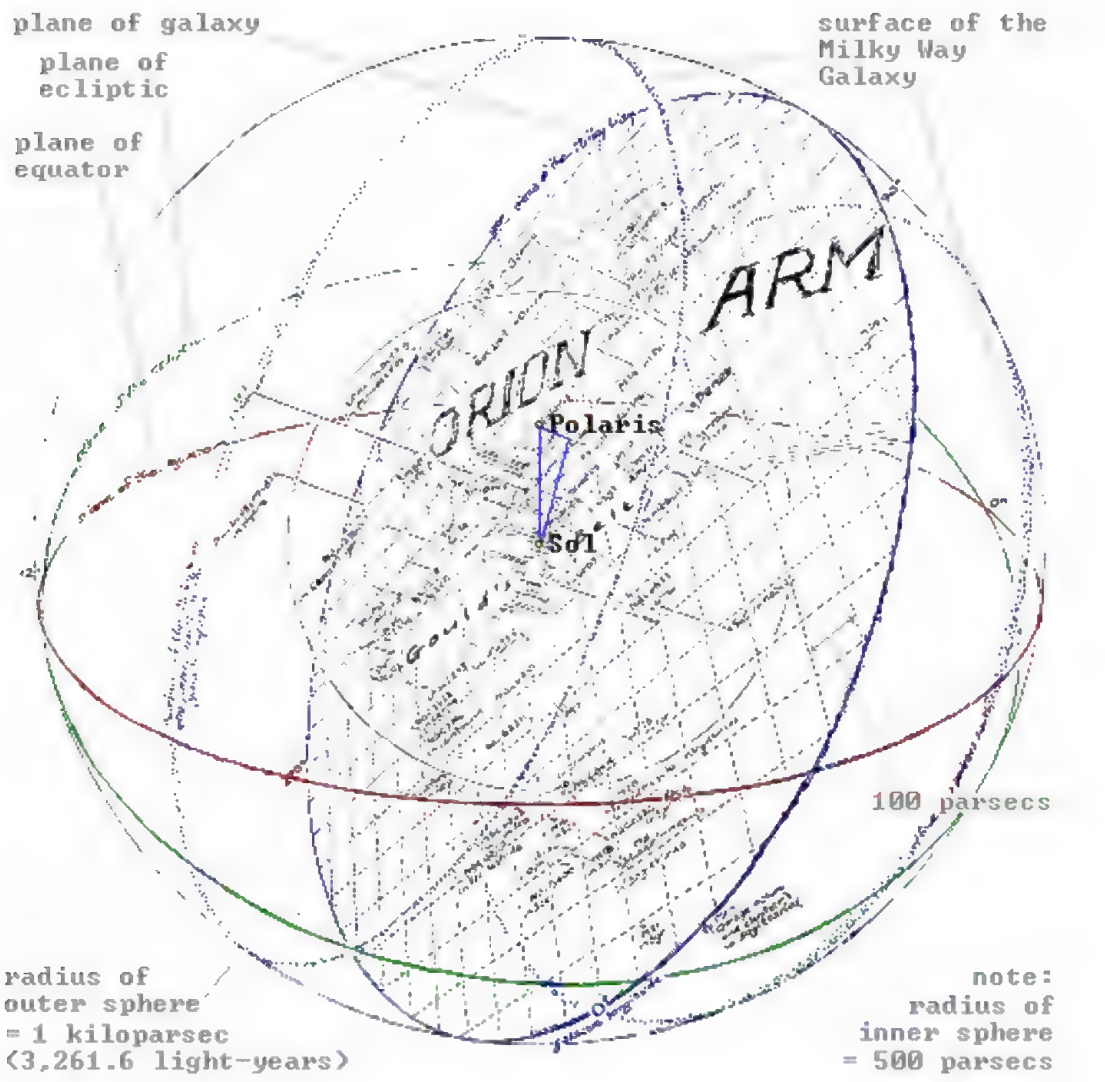


The next diagram shows the region of space out to a radius of 500 parsecs (1,630.8 light years). Note that the radius of the inner sphere shown is that of the previous diagram, 190 parsecs (619.7 light years).

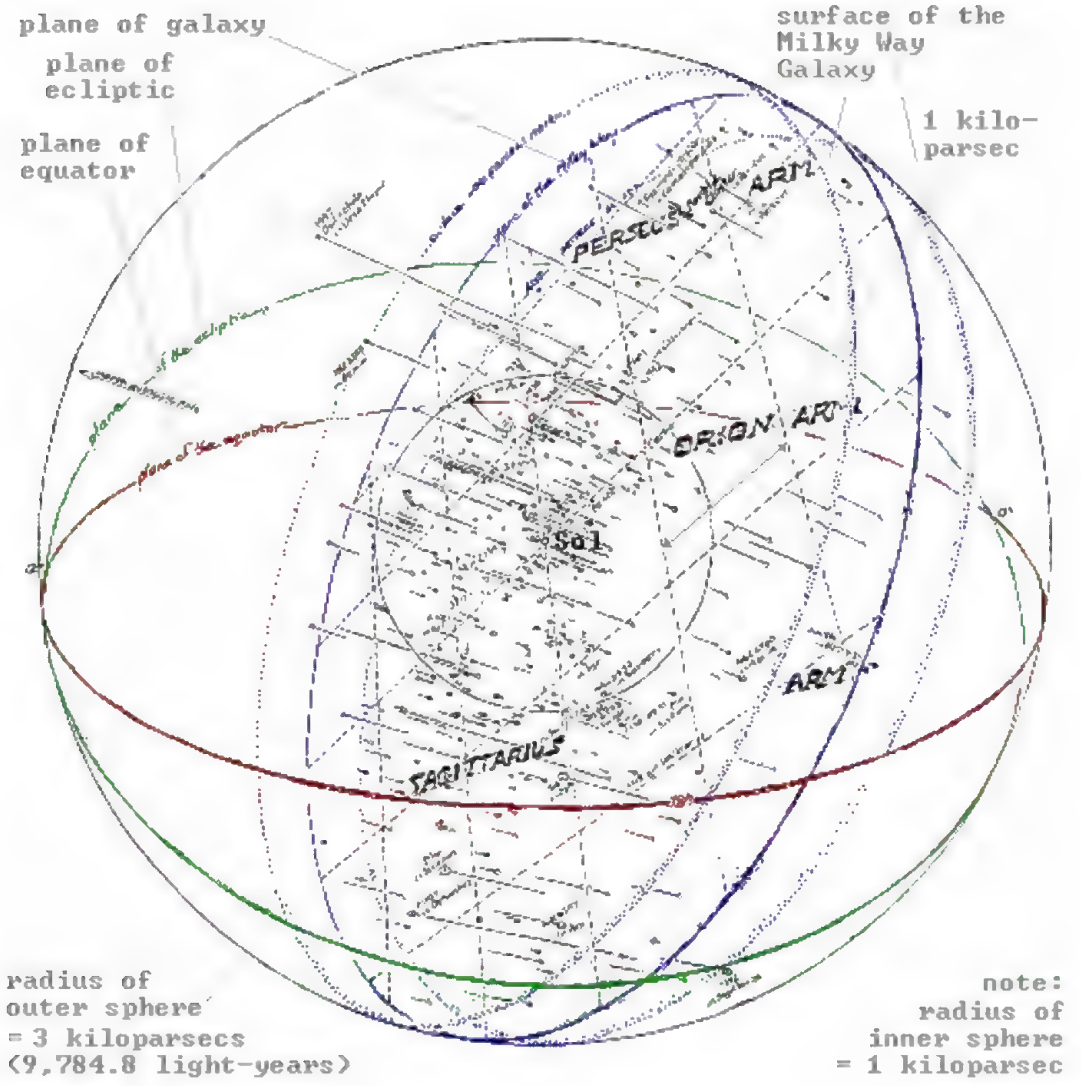
The star which is called Polaris, the North Star, by the people of Earth is home to the planet Thanagar (this is the homeworld of the 20th century hero, Hawkman). *COSMIC ODYSSEY* states that the star around which Hawkman's homeworld of Thanagar orbits is named Thalisus Minor. This is not as contradictory as it first appears. For one thing, Polaris (which means "Pole Star") got its name due to the fact that it is located almost directly above Earth's north pole. "Polaris" is hardly a name that the Thanagarians would use to describe their own star. Also, since Polaris is part of a double-star system (Polaris being the greater of the two) and since *COSMIC ODYSSEY* refers to Thalisus Minor, it is reasonable to assume that Thanagar actually orbits the companion star to Polaris. Polaris is also known as Cynosura. Polaris (a variable yellow supergiant) is 780 light years from Earth. Polaris and its companion (a yellow-white star) are separated by 2000 A.U..



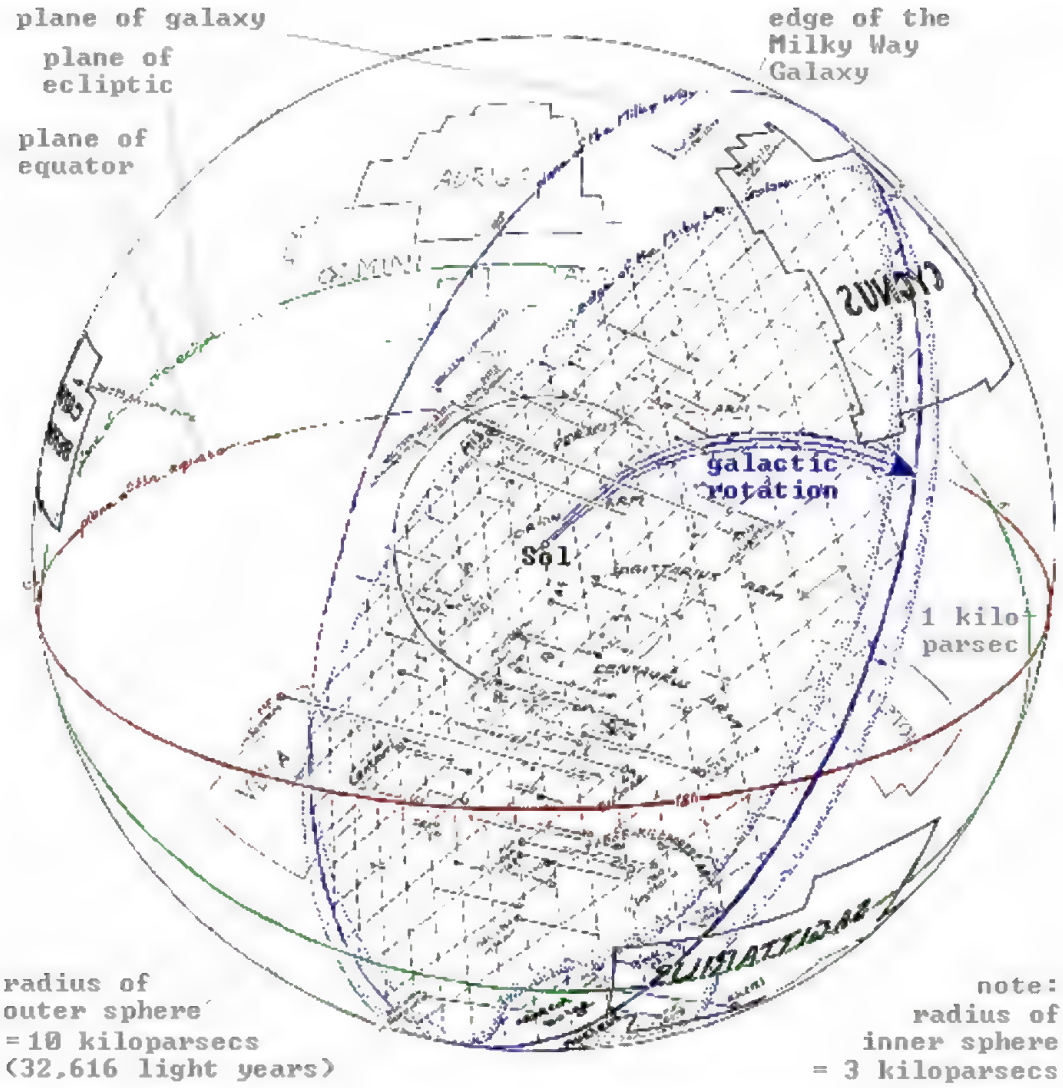
The next diagram shows the region of space out to a radius of 1,000 parsecs (3,261.6 light years). Note that the radius of the inner sphere shown is that of the previous diagram, 500 parsecs (1,630.8 light years). Here we see the Sun's position in the Orion Arm of the Milky Way Galaxy. We also begin to see the thickness of the galaxy's disc on this scale. Note that the grid has now changed from the equatorial plane to the galactic plane. In this diagram one can see that, although Polaris appears above Earth's north pole, it is also only slightly "higher" in the galactic disk than Sol. This becomes important when trying to visualize the locations of Rann, Amadus, Procyon 2, Altair 5, Antares II, and Thanagar on the final map.



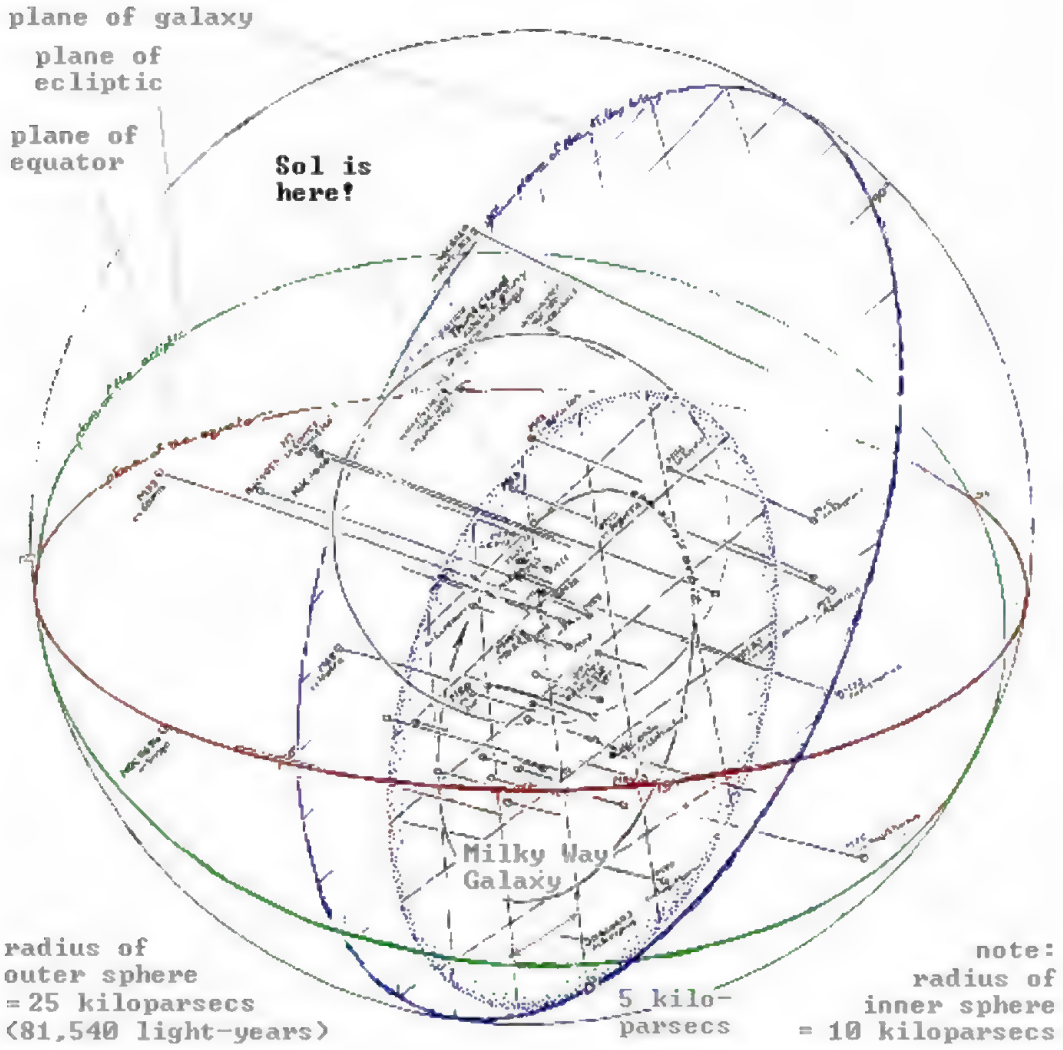
The next diagram shows the region of space out to a radius of 3,000 parsecs (9,784.8 light years). Note that the radius of the inner sphere shown is that of the previous diagram, 1,000 parsecs (3,261.6 light years). Here we get an even better view of our arm of the galaxy.



The next diagram shows the region of space out to a radius of 10,000 parsecs (32,616 light years). Note that the radius of the inner sphere shown is that of the previous diagram, 3,000 parsecs (9,784.8 light years). Both the galaxy edge and the galactic rotation are now evident.


plane of galaxy
plane of ecliptic
plane of equator
edge of the Milky Way Galaxy
galactic rotation
Sol
1 kilo parsec
radius of outer sphere = 10 kiloparsecs (32,616 light years)
note: radius of inner sphere = 3 kiloparsecs

The next diagram shows the region of space out to a radius of 25,000 parsecs (81,540 light years). Note that the radius of the inner sphere shown is that of the previous diagram, 10,000 parsecs (32,616 light years). The entire galaxy is now visible. Note the extreme angle at which our galaxy is tilted with respect to the Earth's equator.


plane of galaxy
plane of ecliptic
plane of equator
Sol is here!
Milky Way Galaxy
radius of outer sphere = 25 kiloparsecs (81,540 light-years)
5 kilo-parsecs
note: radius of inner sphere = 10 kiloparsecs

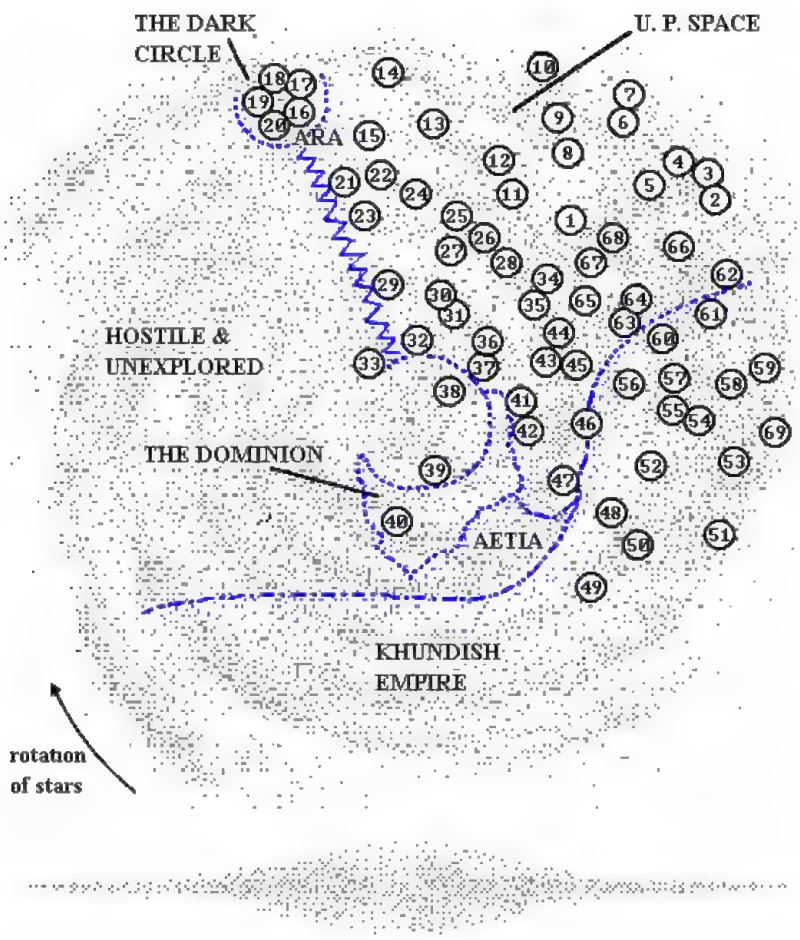
The final diagram, on the following page, shows the Milky Way Galaxy as seen from above (actually, "above" has no real meaning in space; by "above" I mean that direction which appears to be "up" in the previous diagrams).

As stated before, this star-map is based on the United Planets map used in *LEGION OF SUPER-HEROES [fourth series]*. I made a few corrections and modifications in order to make it more accurate. For instance, the original showed the galactic arms spiraling in the wrong direction. Also, I rotated the original so that it could be more easily cross-referenced to the previous diagrams. I found that Altair and Procyon were placed in the wrong region of the galaxy (they are both very close neighbors to Earth). I didn't like the way Earth, Amadus, and Antares were shown as separate circles ... on this scale the circles are a little over 3,000 light years across and the stars in question would appear to be right on top of each other. I therefore combined those close star systems into one circle and detailed them under the same number. Note: One of the circles shown below would encompass a region equivalent to that described in the 500 parsec diagram ... that's a lot of stars! I also added the Asteroid Archipelago (which includes Shanghalla and the Science Asteroid) to the map, basing its location on the fact that it was stated to be near the Khund border. I thought it would be a nice touch to have Shanghalla look out into the vast universe beyond.

Speaking of the Khund border, keep in mind that the border shown is that at the beginning of 2995 A.D. and is not representative of United Planets space prior to the Great Collapse. Before the Collapse, the United Planets membership was up to 1,000 members ... by 2995 it had dropped to half of that. The Khund border prior to the Collapse probably ran close to the borders of the worlds named Seeris, Lallor, and Preztor.

In using this map, one must remember that there is a thickness to this diagram. The disc shown is 100,000 light years across but it is also 2,000 light years thick. The bulge described earlier, 10,000 light years thick and extending 20,000 light years from the core, includes not only Starhaven, Baaldur, and the Dominion but also worlds as far out as Bismoll, Cargg, Imsk, and Naltor. Realize also that although Imsk and Braal appear to be relatively close worlds (perhaps 3,000 light years apart), Braal could actually be closer to Naltor than it is to Imsk because only the horizontal, and not the vertical, distances are represented here. For simplicity, we will assume that the stars in the bulge that are represented on the map below just happen to be at the same level as the worlds in the disk.

As mentioned above, a number of worlds close to Earth were combined into Earth's circle. These are Rann and Amadus (located 4.25 light years away in the direction of Tartarus), Procyon 2 (located 11.4 light years away in the direction Kathoon), Altair 5 (located 16 light years away in the direction of the Paradise Planet), Antares II (located 430 light years away in the direction of Tartarus), and Thanagar (located 780 light years away in the direction of Toonan). Note that the distances to these nearby worlds will have changed slightly by the 30th century.



1.	Mercury, Venus,	10.	Durla	30.	Cargg	50.	Lallor
.	Earth/Luna,	11.	Quarantine	31.	Shwar	51.	Khundia
.	Mars, Jupiter,	12.	Deltwan	32.	Oomar	52.	Ankar
.	Saturn/Titan,	13.	Lythyl	33.	Baaldur	53.	Preztor
.	Uranus, Neptune,	14.	Taltaro	34.	Weber's World	54.	Tyrraz
.	Pluto	15.	Tharr	35.	Janda	55.	Grath
1.	Rann,	16.	Tsauron	36.	Femnaz	56.	Zerox
.	Amadus	17.	Dolminus	37.	Myar	57.	Pasnic
1.	Procyon 2	18.	Fresish	38.	Starhaven	58.	Sklar
1.	Altair 5	19.	N'cron	39.	Zyni'r	59.	Extal
1.	Antares II	20.	Arane II	40.	Elia	60.	Zirr
1.	Thanagar	21.	Hykraius	41.	Braal	61.	Trom
2.	Colu	22.	Thaun	42.	Imsk	62.	Darzy 1
3.	the Haven	23.	Zwen	43.	Naltor	63.	Orando
4.	Avalon	24.	Xanthu	44.	Talok VIII	64.	Venegar
5.	Toonan	25.	R-K528	45.	Grykk	65.	Xolnar
6.	Daxam	26.	Winath	46.	Tharn	66.	Zoon
7.	Takron-Galtos	27.	Talus	47.	Rimbor	67.	Paradise Planet
8.	Kathoon	28.	Tartarus	48.	Ikros	68.	Labyrinth
9.	Ventura	29.	Bismoll	49.	Seeris	69.	the Asteroid Archipelago

Section IV - Worlds of the DC Universe (part 1):

AOL member Jephers came up with the excellent idea of a multi-part "Encyclopedia Galactica" feature. Aside from some technical input by me, this feature will be exclusively Jephers. If anyone has any info on the worlds of the DC Universe which they think could be of use in putting this feature together, please send it along.

Encyclopedia Galactica

PLANET HELL

Famous Natives: None.
Native Abilities: None.
History: A small artificial prison, designed by the Wakeets and built by Coluans. This prison orbits just under the surface of Earth's star, Sol, and is protected from the fierce nuclear plasma by a powerful magnetic field.

BRANDE'S WORLD

Famous Natives: None.
Native Abilities: None.
History: A small planetoid located within the orbit of Mercury, hollowed out by billionaire R. J. Brande and transformed into an inhabitable retreat. It has since been abandoned.

MERCURY

Famous Natives: None.
Native Abilities: None.
History: Mercury is the closest planet to the star Sol at a distance of 0.387 A.U.. It is 3,031 miles in diameter. Its day equals 58.65 Earth days and its year equals 87.97 Earth days. With no atmosphere to moderate its environment, the temperature ranges at its surface are extreme. The side of the planet facing away from the Sun is typically a frigid -300 °F while the side facing the Sun reaches a brutal 870 °F. Mercury's gravity is 0.37 that of Earth. Years ago, Earthgov placed Multivac, a medical facility, in a stationary orbit above Mercury. The facility nearly met with disaster when it was discovered that Mercury was home to a native life-form composed entirely of agitated plasma. These life-forms would unknowingly pass through Multivac's protective dome as well as through some of the facility's patients.

VENUS

Famous Natives: Cosmic King (Laevar Bolto).
Native Abilities: None.
History: Venus is the second planet from the star Sol at a distance of 0.723 A.U.. It is 7,518 miles in diameter. Its day equals 243 Earth days and its year equals 224.7 Earth days. The surface of the world is totally obscured by its carbon dioxide atmosphere and sulphuric acid clouds. There is almost no water to be found on this planet and, because of the "greenhouse effect", its surface temperature reaches 890 °F. Venus' gravity is 0.88 times that of Earth; its atmospheric pressure is 90 times Earth's. Even with these hellish conditions, the planet is home to some dangerous life-forms. Venus was colonized by a splinter culture of Earth humans in the early 21st century. Cities were constructed to protect against both the atmospheric conditions and the wildlife. The residents of Venus have developed a violent distrust of anything non-Terran and thus consider such things as transmutation and shape-changing to be criminal acts.

EARTH (A.K.A. TERRA)

Famous Natives: Bouncing Boy (Charles Taine, husband of Triplicate Girl/ Duo Damsel/ Triad); Celeste Rockfish/ Neon (Celeste McCauley); Colossal Boy/ Leviathan (Gim Allon, except for "reboot" reality); Computo (Danielle Foccart, sister of Invisible Kid *[II]*); Crystal Kid (Bobb Kohan); Ferro Lad/ Ferro (Andrew Nolan); Impulse *[I]* (Richard Kent Shakespeare, "Glorith" reality only); Infinite Man (Jaxon Rugarth); Invisible Kid *[I]* (Lyle Norg); Invisible Kid *[II]* (Jacques Foccart, brother of Danielle Foccart, husband of Infectious Lass); Karate Kid *[I]* (Val Armorr, husband of Queen Projectra); Porcupine Pete (Peter Dursin); Rond Vidar (a Green Lantern, common-law husband of Laurel Gand); Shvaughn/Sean Erin; Spider Girl/ Wave (Sussa Paka); Sun Boy/ Inferno *[I]* (Dirk Morgna); Tyroc (Troy Stewart - actually from interdimensional island Marzal which reappears once every 200 years in the Earth dimension for 30 years); ERG-1/ Wildfire/ NRG (Drake Burroughs); Comet the Super-Horse (Biron, "pre-Crisis" reality only); Streaky the Super-Cat ("pre-Crisis" reality only).

Native Abilities: Although native Terrans exhibit no metahuman powers, many have gained special abilities through accidents or experiments which have triggered what has been called the metagene - - a specialized gene which enables Terran physiology to be altered to adapt to a situation.

History: Earth is the third planet from the star Sol at a distance of 1.0 A.U.. It is 7,923 miles in diameter. Earth has only one moon, Luna. Earth is the homeworld of humanity. Beginning in the late 20th century, colonists from Earth established societies on planets throughout the galaxy. Eventually, those colonies, along with other non-Terran worlds, joined with the Earth to form the United Planets. The planet Earth remained an important part of the galactic community until June 4, 2995. Due to toxic proton jelly wastes which were buried under Earth's surface during the 24th century, the Earth exploded. Luckily, a few centuries earlier, some of Earth's largest cities were equipped with technologies which enabled them to become space-worthy. Ninety-four cities survived the Great Terran Disaster. The two billion people who were forced to remain behind on the planet's surface were killed. The cities soon linked up to form New Earth. Efforts to recreate the Earth were under way by the end of 2995.

LUNA, EARTH'S MOON

Famous Natives: None.

Native Abilities: None.

History: Earth's moon, Luna, is 2,159 miles in diameter and has no atmosphere. Luna's surface temperature ranges from -280 °F to 260 °F and its gravity is 0.165 that of Earth. Beginning in the 21st century, the governments of Earth established science and mining colonies on the Moon. After that came entire cities with supporting industries. By the late 30th century, vast underground cities existed which weaved their way all through Luna's core. Artificial gravity, a breathable atmosphere, nurturing warmth - - the cities of Luna were complete in every way. On April 11, 2995, the mad Daxamite Dev-Em triggered a Dominator device which destroyed Earth's moon. The effects of the explosion were felt throughout the solar system. The nearly twenty million residents of Luna died instantly.

MARS

Famous Natives: Leviathan (Gim Allon, "reboot" reality only).
Native Abilities: None.
History: Mars is the fourth planet from the star Sol at a distance of 1.524 A.U.. It is 4,216 miles in diameter. Its day equals 1.03 Earth days and its year equals 686.98 Earth days. Mars has a thin atmosphere, its surface temperature ranges from -190 °F to 80 °F, and its gravity is 0.38 that of Earth. Mars has two moons, Deimos and Phobos. Centuries prior to the 20th century, Mars was colonized by a race of shape-changers. One such shape-changer, who would assume the name J'Onn J'Onzz, was transported to the Earth in the mid-20th century. It would be some time before he learned that he was transported not only through space but also through time ... he learned to his dismay that his race had become extinct a few centuries earlier. It is almost certain that his race had ties to the red-skinned shape-changers who colonized Saturn's moon, Titan, and may also be related to the ancient Durlans. Mars was first colonized by Terrans in the 21st century. The original Terran colonization zone is now known as Nix Olympia and has grown extensively over the centuries since Man originally settled there. The United Planets had begun terraforming the formerly barren planet, and up until the June 4, 2995 disaster over a tenth of the planet had been populated. Before the Great Terran Disaster, Mars was becoming well known for its vacationing spots and was chosen by many for honeymooning. After being battered by the destruction of Earth, it is expected to take nearly a decade to complete the repairs. Mars is also the location of the Science Police Training Academy. It was during his Science Police training that Gim Allon gained his powers as Colossal Boy/Leviathan.

THE ASTEROID BELT

Famous Natives: None.
Native Abilities: None.
History: Occupying the vast tract between Mars and Jupiter is the Asteroid Belt. It consists of thousands of small bodies ranging from less than 0.6 miles to over 620 miles in diameter. The largest asteroids are Ceres (620 mile diameter) and Vesta (340 mile diameter).

JUPITER

Famous Natives: None.
Native Abilities: None.
History: Jupiter is the fifth planet from the star Sol at a distance of 5.203 A.U.. It is 89,317 miles in diameter. Its day equals 0.41 Earth days and its year equals 11.86 Earth years. Jupiter is a gas giant with no solid surface. The temperature at Jupiter's cloud tops is -235 °F, its gravity is 2.34 that of Earth, and its magnetic field is 20,000 times that of Earth. It has a narrow ring and many moons. The four largest moons are larger than the planet Pluto. The Jupiter colonies were established on Jupiter's larger moons.

SATURN

Famous Natives: None.
Native Abilities: None.
History: Saturn is the sixth planet from the star Sol at a distance of 9.54 A.U.. It is 74,944 miles in diameter. Its day equals 0.43 Earth days and its year equals 29.46 Earth years. The temperature at Saturn's cloud tops is -300 °F and its gravity is 1.16 that of Earth. Saturn is a gas giant with no solid surface. Its most dramatic feature is its large ring-system. Saturn also has many moons, the largest of which is Titan.

TITAN, LARGEST MOON OF SATURN

Famous Natives: Saturn Girl (Imra Ardeen, wife of Lightning Lad); Saturn Queen (Eve Aries, wife of Matter-Eater Lad); Esper Lass (Meta Ulnoor); Dev-Em (David Emery - actually born to Titanian parents on Earth, "post-Crisis" reality only).
Native Abilities: A variety of psychic powers, varying per individual, which may include telepathy, illusions, mind-reading, offensive mental attacks, and hypnotic suggestion.
History: Titan is the largest of Saturn's many moons and the only one with an atmosphere. Titan's diameter is 3,199 miles. It has an atmospheric pressure 1.5 times that of Earth and a surface temperature of -280 °F. At least a few centuries prior to the 20th century, a race of shape-changers colonized Titan. By the end of the 20th century, this race had all but died out. One survivor reached the planet Earth and went by the name Jemm. It is almost certain that his race had ties to the green-skinned shape-changers who had colonized the planet Mars and, quite possibly, to the ancient Durlans. Titan was again colonized by Terrans during the 21st and 22nd centuries. It is uncertain what caused the Terran colonists to develop their psychic abilities. Some attribute the powers to the hypnotic and psycho-sympathetic gemstones which can be found on both Titan and in Saturn's rings. The mental powers appear to have no set genetic pattern as far as being passed on to offspring. These psychic, often intrusive, abilities have made the Titanians the targets of xenophobia from some - - most often those who have something to hide. A monarchy was established on Titan during the chaotic 28th century and continues its rule to this day. Titan has been considered a popular resort planet, even though it was affected by the June 4, 2995 destruction of Luna. The combined advanced technology and hard work of the Titanians has helped keep the problems under control.

URANUS

Famous Natives: None.
Native Abilities: None.
History: Uranus is the seventh planet from the star Sol at a distance of 19.18 A.U.. It is 31,752 miles in diameter. Its day equals 0.72 Earth days and its year equals 84.01 Earth years. The temperature at Uranus' cloud tops is -350 °F and its gravity is 1.15 that of Earth. Uranus is a gas and ice-rich planet with a narrow ring-system and a number of moons. Uranus was tipped on its side by some early catastrophic collision. The Uranus colonies were established on Uranus' larger moons.

NEPTUNE

Famous Natives: Ron-Karr.
Native Abilities: None.
History: Neptune is the eighth planet from the star Sol at a distance of 30.07 A.U.. It is 30,783 miles in diameter. Its day equals 0.73 Earth days and its year equals 164.79 Earth years. The temperature at Neptune's cloud tops is -300 °F and its gravity is 1.12 that of Earth. Neptune is a gas and ice-rich planet much like Uranus and also has a ring-system and a number of moons. The Neptune colonies were established on Neptune's larger moons.

PLUTO / CHARON

Famous Natives: None.
Native Abilities: None.
History: Pluto is the ninth and final planet from the star Sol at a distance of 39.44 A.U.. It is 1,419 miles in diameter. Its day equals 6.4 Earth days and its year equals 247.7 Earth years. The temperature at Pluto's surface is -390 °F. Its moon, Charon, is 740 miles in diameter and only 10,559 miles distant from Pluto, making Pluto and Charon less a planet-moon system and more a double-planet system. Pluto, in its eccentric orbit, actually comes closer to the Sun than Neptune for a period of 20 Earth years. A small outpost is located on this desolate world.

BRAAL

Famous Natives: Cosmic Boy/ Polestar (Rokk Krinn - actually born to Braalian parents on Earth, husband of Night Girl); Magnetic Lad/Kid *[II]* (Pol Krinn, brother of Rokk Krinn); Magno Lad (Kort Grezz).
Native Abilities: Ability to control magnetic fields.
History: A hostile world occupied by deadly metallic creatures, Braal was colonized a millennium ago by a warrior race whose world was destroyed by the Dominators. Prior to their escape, the Dominators had performed experiments on the humanoids, genetically engineering them to have magnetic powers. After occupying the planet, the colonists used these abilities to ward off the menacing metallic beasts. After gaining a foothold on the planet, the new Braalians began to establish their new society, and by the 30th century had not only managed to have a better control over their bestial neighbors, but had developed into a technologically advanced civilization. Small outposts have been established on a number of planets in the star system, with Braal-13 being the outermost populated world. At 14 years of age, youths are considered "of majority" and are sent to work - - typically off-planet. Many of these youngsters become contestants in magno-ball, the native sport that attracted many tourists to Braal prior to the economic disaster brought about by the disbanding of the United Planets. Braal had survived many economic recessions in previous years, but this galaxy-wide collapse could not be withstood. The planet's leaders chose to instigate a war with Imsk in the hopes of reviving their planet's economy, but the result was dismal failure. The Imskians successfully rebelled, and many lives on both sides were destroyed in the Venado Bay Massacre of October 2991. The Braal-Imsk war ended with the Imskian occupation of Braal.

WINATH (A.K.A. AMARTA)

Famous Natives: Lightning Lad/ Live Wire (Garth Ranzz, twin brother of Ayla Ranzz, husband of Saturn Girl); Lightning Lass/ Light Lass/ Spark (Ayla Ranzz, twin sister of Garth Ranzz); Lightning Lord (Mekt Ranzz, older brother of Garth and Ayla Ranzz); Validus (Garridan Ranzz, son of Lightning Lad and Saturn Girl, twin of Graym Ranzz; temporarily transformed into a behemoth and sent back in time by Darkseid).
Native Abilities: None (The Ranzz siblings gained their lightning abilities through an accident on the asteroid Korbal).
History: Winath was one of the earliest planets settled by Terran colonists, established a millennium ago. The new colonists became part of the unusual symbiotic relationship all of the native organisms share with the planet - - every organism, whether flora or fauna, has a twin. The ratio of twin births to single births is calculated to be 983 to 1. Any being without a twin is considered "unbalanced", something of an outcast to Winathian society. Winath is well known throughout the United Planets for its agricultural production - - the 8 million natives being mostly farmers and traders living in small communities. Winathians rarely leave their home planet, hiring off-worlders to do their trading for them while they develop more farming communities. It is traditional for a set of Winathian twins to marry another set of twins. After the Great Collapse, Winath became an important food source for the rest of the United Planets.

CARGG (A.K.A. CARGGG)

Famous Natives: Triplicate Girl/ Duo Damsel/ Triad (Luornu Durgo Taine, wife of Bouncing Boy).
Native Abilities: Triplicating into three separate bodies.
History: This planet, a Terran colony established a millennium ago, exists in a complicated orbit around three suns - - the only planet in the known galaxy to have inhabitants living in these bizarre conditions. Underneath the continuous exposure to light have grown plants capable of living only in these conditions. The high exposure to solar radiation not only makes Cargg a beautiful, lush planet, but also one that is not very welcoming to visitors. Non-natives are required to wear protective gear at all times. Most Carggite triplicates possess the exact same emotions - - those who don't are considered something of a social outcast, requiring psychological treatment. In most cases, the death of any of the triplicates will result in the death of the others. Shortly after the collapse of the U.P. economy in October 2989, a major meteor impact clouded the atmosphere, intensifying the planet's perpetual winter. During recent years, the Dark Circle has attempted to overrun the planet. This take-over attempt was defeated with the assistance of Valor and Shadow Lass.

BGZTL

Famous Natives: Phantom Girl (Tinya Wazzo); Phantom Lad (Solon Darga); Phase (Enya Wazzo, cousin of Phantom Girl, transported to the 20th century).
Native Abilities: A small selection of natives have the ability to shift themselves through a limited group of dimensions - - including their own "Bgztl dimension" (typically known as the Phantom Dimension), the "Earth dimension", and the Buffer Zone - - a dimension between the Earth and Bgztl dimensions.
History: A near duplicate of Earth, the planet Bgztl exists in exactly the same space as Earth, only in another dimension. Near the end of the 20th century, a youth named Bgztl had led a group of his peers, all of whom had the ability to phase through other objects, from the Earth dimension to the world that would come to bear his name. Records indicate that a civilization of ordinary humanoids was already in existence on the planet at that time, but Bgztl and his clan quickly became a dominant force in their society. The natives of Bgztl learned centuries ago that they could travel to the Earth dimension, but up until the 24th century, when they sent an ambassador to establish relations between the two planets, they were believed to be ghosts or phantoms. Most Bgztlrs require technological assistance to shift into the Earth dimension, traveling in ships or using other devices, but a select few have such control over their abilities that they can travel back and forth without assistance. Lying between Bgztl and Earth is the Buffer Zone, a dimension the Bgztlrs shift into when they become intangible and are able to phase through solid objects.

DURLA

Famous Natives: René Jacques Brande (Ren Daggle, father of Chameleon Boy); Chameleon Boy/ Chameleon (Reep Daggle, son of R. J. Brande); Chameleon Kid (Toog Lintens); Yera (wife of Colossal Boy).
Native Abilities: Shape-shifting.
History: Having survived a devastating nuclear holocaust on their world 3200 years ago, the shape-changing natives of Durla have adapted to their brutal surroundings. The Durlans now live in tribes, each typically taking a unique form so as to distinguish its members from those of another tribe. The nomadic people are very independent and competitive, often fighting with other tribes. Durla is an extremely xenophobic world, not trusting, and feared by, non-Durlans. Few have left the planet and found success in other areas of the galaxy.

THE KRYPTON SYSTEM

Famous Natives: Superboy/ Superman (Kal-El a.k.a. Clark Kent); Supergirl (Kara Zor-El a.k.a. Linda Lee Danvers, cousin of Kal-El, "pre-Crisis" reality only); Dev-Em (Dev-Em, "pre-Crisis" reality only); Krypto the Super-Dog ("pre-Crisis" reality only); Beppo the Super-Monkey ("pre-Crisis" reality only).
Native Abilities: All natives of Krypton gain a wide variety of super-powers when exposed to the rays of a yellow sun (super-strength, invulnerability, vision powers, flight powers, and more).
History: At the time of its destruction in the mid-20th century, the planet Krypton had become an advanced technological society. It is ironic that such a society would ignore the warnings of one of their most distinguished scientists, Jor-El. Jor-El was certain that, very soon, Krypton would explode. His warnings went unheeded and, in Krypton's final moments, he sent his only son Kal-El to the planet Earth in a rocket-ship. Kal-El would grow up to become one of the galaxies greatest heroes ... Superman. All that remains of the once-great planet Krypton is the deadly radioactive debris which now orbits its red star, Rao.

Section V - Time-travel in the DC Universe:

Time-travel in the DC Universe has always been handled poorly and inconsistently. For the most part, this has been unnecessary. First, let's take a look at some of the problems with time-travel.

Consider the following scenario: A man travels back in time to prevent the assassination of Abraham Lincoln. He succeeds in his task. What happens next? There are two schools of thought on what would happen to the original timeline.

The first theory is that the original timeline remains intact and a new timeline diverges from the point where history was altered. Nothing detrimental happens to the time-traveler and he would either return to his unaltered timeline or travel into the new timeline. If he visits the "present" of the new timeline, he would find a world unfamiliar to him and he may even meet his counterpart in this new reality without causing any time paradoxes.

The second theory is that the time-traveler alters his own timeline ... immediately causing a destructive paradox! The paradox generated would immediately restore the timeline to what originally occurred and may well destroy the time-traveler. Here's why: President Lincoln survives. Years pass. Although not likely, let's assume that the changes in history did not prevent the time-traveler from being born. The time-traveler would grow up to be a man very different from what he was in the original timeline and would have no memories of what had gone on "before". Because President Lincoln survived the assassination, there would be no reason for the time-traveler to travel into the past to save him. Since no one was there to save him, the President is assassinated! Time then proceeds as it originally had ... with one difference. The time-traveler would again make his maiden voyage into the past and, being unaware of what has gone on before, would again try to save the President. The time-traveler would be "stuck" in time, condemned to repeat his attempts to save Lincoln. Time would continue on its merry way. The time-traveler would not be conscious of his plight and could only be saved if another time-traveler appeared who convinced him of the folly of altering history.

Many problems are inherent in time-travel stories. Why did the Legion allow Superboy to risk his life in uncertain 30th century adventures, when his death would have ripped the space-time continuum to shreds (were they that confident that Superboy couldn't die because he had to grow up to be Superman)? Why didn't the Legionnaires take the anti-lead serum back to the 20th century and give it to Mon-El in that era (actually, theory #2 prevents this)? Why didn't the Legion try to save Supergirl from her tragic fate (theory #2 appears at first glance to prevent this also)?

For the most part, Marvel has chosen theory #1. DC, however, has always made an unnecessary mess of time-travel, at times incorrectly mixing the above two theories and more often creating new, awkward "rules". Worse, the writers would continually find ways around the "rules" ... ways which simply made no sense! DC has always maintained that (1) history cannot be altered, (2) a time-traveler cannot co-exist with himself in another time (the usual result of such an attempt is for the traveler to turn into a phantom), and (3) a time-traveler can not use the same method of travel twice. All three of these "rules" have been broken repeatedly, with the explanations given amounting to nothing but utter nonsense. History has been altered on many occasions. Remember Per Degaton? How about the Crisis itself? These scenarios fit somewhat into theory #1. Every Superman/Superboy team-up (two come to mind) used the most moronic reasons to explain why one didn't become a phantom. And what about when the adult Waverider came face-to-face with his younger self, altering history? It's okay for Aria (the Gemini Matrix) to travel back and change Brin Londo's past but it's not okay for Brin himself to join her? Does anyone understand the reason why the phantom effect is even necessary? I certainly don't! The same goes for not being able to use the same time-travel method twice ... why not? What's the reason for this? Thankfully, this "rule" has been made less strict in recent years. And while I'm on the subject of silly time-travel rules ... what about that ridiculous time-storm created when the Reverse-Flash was killed before he was born? Why would the time-stream care if a traveler died before his birth? It didn't care when Dan Hunter, cousin of Rip Hunter and sidekick to Tomahawk, died in the past. And I'm sure there are many other examples of this phenomenon.

Oh, and speaking of Rip and Dan Hunter ... I'd better mention another possible scenario. This is the one where a time-traveler actually is, and always was, part of history and ends up fulfilling his own destiny. Dan Hunter, Iris Allen, Booster Gold, and the Reverse-Flash are but a few of the time-travelers who fit into this category.

As I have shown, the three time-travel rules created by DC are confusing and totally unnecessary ... in part because they can simply follow theories #1 and #2 and in part because they occasionally ignore those rules anyway, making them irrelevant. Actually, Brainiac 5 showed that he was fully aware of the legitimacy of theory #2 in the DC Universe when he convinced himself that it was pointless to try and save Supergirl. Quote: "I could take the time bubble ... try to change history and save her ... if the resulting paradox didn't destroy us both. As it has everyone else who ever tried and didn't return.". DC should use theory #1 in rare cases (eg. the Per Degaton tales and the Mordru/Time Trapper/Glorith scenario) and theory #2 in the majority of cases. This is the way to go ... it's simple and it's clean.

A message to the writers at DC: Time-travel stories are only enjoyable when they make sense. If you can't create a logical time-travel story, don't create one at all. An example of a good time-travel storyline: "The Return of Barry Allen".

Post-Script: Just wanted to mention something else. It's too bad that the brilliant 12th level intelligence of Brainiac 5 didn't think of time-swapping a Supergirl-clone (you remember the 24 hour clones of Ferro Lad and Invisible Kid, don't you?) with the real Supergirl seconds before her death. Iris Allen, wife of the Flash, was saved in a similar fashion. Ah well. The point is kind of moot now anyway, isn't it?

Section VI - Has anyone noticed a Crisis going on?:

The following is my take on the whole Crisis on Infinite Earths/ Zero Hour thing and how both events appeared from the perspective of characters in the newest reality.

The Universe appeared in a Big Bang. No Multiverse, no Anti-Matter Universe. However, the PRE-Crisis Anti-Monitor and numerous PRE-Crisis heroes did still battle "outside of time" at a point just prior to this Universe's creation ... yet because time itself did not exist before the Universe's creation, the Anti-Monitor could not affect any of the events of this new Universe. Unfortunately, when Krona peered to the beginning of time he enabled the Anti-Monitor to "touch" the timestream ... time "happened" for the Anti-Monitor and his essence burst into existence. The Anti-Matter Universe was born. Harbinger stated in issue *#1* of *HISTORY OF THE DC UNIVERSE* that neither the Monitor nor Anti-Monitor were created in the new Universe. Yet in issue *#2*, she tells of the Anti-Monitor's creation and of how the Monitor saved her life 20 years before. My theory is that the PRE-Crisis Anti-Monitor's essence continued to exist and, after 15 billion years, he was able to bring himself into the new reality through pure force of will. This occurred at least a few decades before the present. The Anti-Monitor appeared on Qward's moon and soon developed the Weaponers of Qward. Because reality hates imbalance, the PRE-Crisis Monitor burst into existence on Oa's moon. Both beings retained their memories from the previous reality. The Anti-Monitor was very weakened and needed to develop a new method of destroying the positive matter Universe (it was established that he was only able to destroy the Multiverse with anti-matter because the multiple-worlds weakened the positive matter realities). The Monitor needed to develop a new strategy in order to battle his enemy. Twenty years ago he saved Lyla, who became Harbinger. He later created the new Doctor Light and other new heroes (this would not have happened if the Monitor "didn't exist in the new reality"). Once again, one of the Anti-Monitor's Shadow-Demons possessed Harbinger and had her kill the Monitor. In this reality, however, there were no red skies and the heroes and villains were not recruited. After Harbinger regained control, she traveled to the 30th century and told Barry Allen that a being known as the Anti-Monitor was building an anti-matter cannon in the 20th century Anti-Matter Universe. Barry sacrificed his life destroying the cannon (Barry is shown destroying the cannon in his post-Crisis origin). Then, only an hour or so before the "POST-Crisis" version of Crisis (*CRISIS #11-12*), the essences of the PRE-Crisis heroes, which had survived the Multiverse's destruction, merged with their POST-Crisis counterparts (perhaps due to something the Monitor set up). Those essences without counterparts (Huntress, Robin, Captain Marvel, etc.) actually formed bodies out of the very fabric of reality. This is where *CRISIS #11-12* happen. Shortly afterward, those heroes formed out of nothingness disappeared, the memories of the Multiverse faded along with the PRE-Crisis essences, and all that anyone remembered was the battle with the Anti-Monitor. I believe this covers all the contradictions associated with Crisis. Now onto Zero Hour ...

Zero Hour is actually more confusing. According to Waverider, everything occurred as before up until where Hal Jordan won, except for a few minor changes. We have also been told that "End Of An Era" still happened. As far as I can tell, what must have happened is as follows. Picture the timeline as a tree. The entire tree exists in full "outside of time" and composes ALL of time. Some branches are thick (indicating likely futures) and some very thin (the unlikely). It is possible for time-travelers to travel down their branches to the "present" and affect events in the "present" even though they still only have a probability of existing. The most likely future was that of the Legion which included Booster Gold, Iris Allen, Impulse, Abra Kadabra, and others. Travelers from less likely futures however, like Lord Chaos, Monarch, and the Team Titans are still valid while they are in the "present". Now, picture the "present" as a Universal Mind which climbs up the tree. Every time the Mind encounters a branching, it chops off all branches except the one it will continue up. Wherever the Mind "is" is the true present. Recently, that Mind just passed 1994 A.D.. It has chopped off the branches which led to all futures except that of the Legion. Any travelers from alternate futures who were in the "past" or "present" still exist, and everything they did still happened, however they can never get home again because their branches no longer exist in the timestream. "End Of An Era" happened. Lord Chaos happened. Team Titans happened (don't ask me why most of them vanished). Monarch happened. Waverider happened. Superman's bouncing through time happened. The Pocket Universe happened. Jo Nah finding Phase happened. Aside from a few cosmetic differences, just about everything up until the end of 1994 remains the same. What the timeline looks like now is a single trunk up through the end of 1994. If the Legion's timeline still exists, then what about the reboot? And why can't the Time Trapper/ Mordru/ Glorith return? Zero Hour caused minor changes in the future up to the mid 30th century, but nothing significant. However, the Time Trapper, Mordru, and Glorith did so much damage to their 30th century branch that it finally broke off on its own! Everything that they did in the present (like the Pocket Universe, Phase, Valor) still happened, but the three time-manipulators are all now gone ... they permanently ceased to exist along with their "branch". So what happens to the tree in the 30th century? The branch broke off at 2949 A.D., the point at which the manipulators began their worst offenses against time. From there it re-grew on its own ... into the reboot reality we now see in *LSH* and *LEGIONNAIRES*!!! The Durlan time-switch of 2949 would be the very point at which the timeline re-grew, so the switch may have still happened. It is very possible that the Linear Men helped "stabilize" the switch (it is their job, after all). Perhaps not. Everyone should understand the implications here though. Phase is from the original Legion future and is therefore completely unassociated with the reboot Legion. However, it is possible that the reboot Durlan is the same Durlan seen in *L.E.G.I.O.N.* because he appeared at exactly the point in time where the branching occurred and may therefore be part of both timelines (I know this is confusing, sorry). Superman traveled to the original Legion timeline during his time-bounces and therefore has never been in the reboot timeline. The 20th century heroes have met some of the original Legionnaires but those Legionnaires have since been wiped out. When the reboot Legion finally travels to the present for the first time, some of the 20th century heroes should recognize them as younger versions of the Legionnaires that they had met previously. They may incorrectly assume that these younger versions will grow up to be the Legionnaires that they had encountered before and during Zero Hour however they would be mistaken. The reboot Legion is brand new and has no ties to any stories produced so far. I'm real interested in how they'll handle Lar Gand, though. Two more important implications: (1) Iris and Impulse's future is now wiped out ... it is not that of the reboot. (2) The post-30th century timeline is brand

new and exists in the reboot Legion's future ... the exploits of Hal Jordan/Pol Manning, Abra Kadabra, Tim Hunter/Mr. E, and the Time Trapper in the far future were in the original branch that fell off. That means Abra can't get home! That means that a new Abra from the reboot timeline might travel to the 20th century for the first time and encounter the original Abra (I can just picture the original Abra killing the reboot Abra saying "there can be only one!". He would then travel to the reboot 64th century to try once again, for the first time (!), to lead a revolution). For the same reasons, Hal Jordan became Pol Manning in the original timeline (which is gone) but not in the reboot timeline. I really hope this makes sense to someone besides myself.

As far as I can see, there's really no other way to handle the "fixes" that Crisis On Infinite Earths and Zero Hour produced. Well, that's it. Isn't everything so much more clear now?

POST SCRIPT: After reading the Mirage/Terra origins in *THE NEW TITANS ANNUAL #11* and the XS origin in *LEGION OF SUPER-HEROES [fourth series] ANNUAL #6*, I must sadly conclude that a retcon has begun ... ah well.

Section VII - Legion spotlight on ... Triad:

Presented below is an article by AOL member RobS54 spotlighting Luornu Durgo a.k.a. Triad.

TRIAD

by Rob Sandusky

As a long-term reader and collector, it is easy to see a very distinct division between most of the characters in the LSH universe. I have always felt that there were three tiers or levels of characters, and I identify these separations by analysis of powers.

TIER ONE - This is the most obvious group; that being the most powerful. Superboy, Andromeda, Mon-El/Valor, Duplicate Boy, Ultra Boy, Titania; it is the group of powerhouses and those that most often save the day (or ruin it, as villains go!).

TIER TWO - Those characters with less physical powers, but whose specialties have been known to come in handy. Lightning Lad/Live Wire and Lightning Lass/Spark are here along with Sun Boy/Inferno and Cosmic Boy. Others to be included are Chameleon Boy, Element Lad/Alchemist, and Phantom Girl/Apparition ... along with Mano, Silver Slasher, and the Emerald Empress, to name a few villains.

TIER THREE - These characters are the least powerful and more "expendable" of the characters. Their powers could be classified as "marginal", and very specific settings and situations were needed to limelight these characters. They include: Bouncing Boy, Shrinking Violet, Dream Girl, Gas Girl, Invisible Kid, and most of the Substitute Heroes. I also note that most of the characters that have been killed off came from this level (Mentalla, Kid Quantum, Karate Kid, for example).

It always seemed to me that the first two groups obtained the glory and focus. They were the ones you learned most about, and those that were in most stories. It was the last group that was least shown, and were almost always seen as "cameos" or fillers for storylines.

One character that I always liked, but who was definitely a "Tier Three" character was Luornu Durgo - a.k.a. Triplicate Girl/Duo Damsel/Triad. Other than her wedding, and the famous "Computo killed one of me, now I'm even more useless than ever" storyline, Luornu never received much spotlight. It wasn't until the *LEGION OF SUPER-HEROES [third series] #46-50* "Conspiracy" storyline where we got to see the start of character development for Luornu. Sure, another body dies, but it was for A REASON! It helped bring full circle the love for Superboy that was never reciprocated, and gave character development to a heroine who was in desperate need of it. It also made her importance in the Legion much greater than it had been for the first thirty-some years.

Recently, I have been most impressed with the character's development in Triad (the reboot version). First, she isn't in the background, but in my estimation, emerging as a solid character with personality (or personalities), and is actively involved in the on-going storyline.

I also am impressed with the different personalities and the familiar color codes of purple, orange and composite. Already, some of the other Legionnaires have taken specific likes/dislikes for each particular color/personality, and their internal conflicts. To me, it takes the best of the old, adds a little new, and makes a much stronger, more interesting character.

What was great was the recent storyline (*LEGIONNAIRES #24*) with background info on Triad and her family. She is the first Legionnaire to have new background information and character development in the new reboot, and I for one am pleased to see her emerge as a strong character with determination and motivation. While the "bickering" between the selves has been there in the past, it is being explored to the fullest now, and it quite a different "Luornu" from the past.

I have always liked LSH, and for the most part, each writer's interpretation. Giffen's first was my favorite, but Levitz was also wonderful. My opinion on the latest version was still up in the air until this most recent issue with Luornu. Hey, at 39 years old it's hard to give up something that's been a part of you for so long! This issue convinced me that, regardless of the reboot, the Legion's legacy and fine storyline will continue forward. I continue to be hooked on what I consider to be the best comic on the market!

Section VIII - Legion spotlight on ... Bouncing Boy:

Presented below is an article by AOL member TroyEsq spotlighting Luornu Durgo's rather rotund husband, Chuck Taine.

Bouncing Boy - - The Impossible Target

by T. Troy McNemar

When Supergirl was trying out for the Legion the second time, she was introduced to three Legion applicants. One of these was named "Bouncing Boy" and his place card indicated that his powers were "super-bouncing". Later in that same story, Bouncing Boy demonstrates his power to Supergirl and the Legionnaires. From that appearance to his death in Zero Hour, Bouncing Boy has been a favorite of many fans. This article should help explain why.

Powers and Origin

"You can bounce, all right, but . . . **so what**?"
- - Lightning Lad, *Adventure Comics # 301*

Chuck Taine was delivering an instant, super-plastic fluid to the science council for a famed scientist, when he succumbed to temptation and attended a Robot Gladiator Tournament. During the excitement of the tournament, he mistook the fluid for a soda pop and drank it. He was horrified when he immediately expanded like a balloon. Upon losing his balance, he discovered that his expanded form enabled him to bounce. Unfortunately, his first experience with the bouncing caused him to careen out of control, disrupting the gladiator tournament.

Chuck soon regained his normal form and visited the hospital. The medics discovered that Chuck was able to will his body to expand. He already knew that he did not feel pain while bouncing. Chuck decided to use his bouncing powers to join the Legion of Super-Heroes.

Cosmic Boy, the Legion's leader at the time, rejected Bouncing Boy's application for Legion membership. Determined to prove his worth, Chuck attempted to save the city from a falling bomb only to discover - - as the Legionnaires looked on laughing - - that the device was actually a missile advertisement. Chuck later proved his worth, however, when his bouncing power enabled him to defeat a criminal that used an electrical device. The electricity didn't affect Chuck because he wasn't grounded, an advantage that the Legionnaires didn't have prior to the introduction of flight belts. Cosmic Boy reconsidered Chuck's membership, and Bouncing Boy joined the Legion of Super-Heroes.

Through proper training, Chuck learned to make the most of his bouncing powers. He eventually became an expert at vectors; a talent that once saved his life after his powers had faded.

An aspect of Chuck's power is hinted at in his origin story, but rarely used thereafter. Projectiles will bounce off of Chuck's expanded form if their inertia does not overcome him. Although this aspect may increase Chuck's defensive abilities, it's of limited use - - and could endanger his teammates - - if he's unable to control the projectiles' trajectory after they bounce off of his body.

Characterization

"Do your worst! I'll save her or die trying!"
- - Bouncing Boy, *Adventure Comics # 341*

Chuck was certainly not the most powerful Legionnaire, but he compensated for his lack of power through heroism, enthusiasm and tenacity. When the Legionnaires drew straws to determine which one of them would face the Monster Master alone, Chuck was excited when he was the chosen Legionnaire. And despite Sun Boy's protests that Chuck's powers would be useless against the villain, Bouncing Boy was able to prevail. Somewhat later - - when Computo had the Legion scrambling - - Chuck rushed in to attempt to rescue Saturn Girl from the computer's clutches despite no longer having his powers. Further, when the Legionnaires held a contest to determine which of them was the mightiest, Chuck competed along with eleven of the most powerful Legionnaires.

Chuck's enthusiasm did not become overconfidence, however. Chuck once remarked that he felt useless to the team until he found his place in life as comic relief. He appointed himself the "Legion Chief of Morale", making sure that the other Legionnaires found time to laugh in their often serious duties. (It's probably a related event that when the Planetary Chance Machine actually was used to select a team of Legionnaires, it was Chuck that set up the device).

Despite a successful record as a Legionnaire, Chuck's abilities didn't inspire fear in the superstitious and cowardly hearts of super-villains. While hunting a captured Bouncing Boy, Orion the Hunter called Chuck "the weakest, sorriest, most slow-witted Legionnaire of them all!". Chuck defeated Orion single-handedly.

On Again, Off Again Powers

"And Bouncing Boy is fat again! His power must've been restored!"
- - Star Boy, *Adventure Comics # 351*

Bouncing Boy's powers came and went after that fateful day at the Robot Gladiator Tournament. Chuck first lost his bouncing powers when he was unlucky enough to step in front of the Legionnaires' matter-shrinking projector. The Legionnaires made him a member of the Legion Reserve.

Bouncing Boy regained his powers for a short period of time on two occasions. The first time, Superboy activated a mystery ray that restored the bouncing powers for one panel. The second time, Computo restored the bouncing powers briefly when Chuck challenged the robot in an attempt to save Saturn Girl.

When the de-powered Chuck was captured by Evillo, the villain turned him over to a doctor so that Chuck could be used as a human guinea pig for scientific experiments. The doctor, however, restored Chuck's bouncing powers to get revenge for Evillo's experimentation on the doctor's face.

Chuck later lost his powers for unspecified reasons. Once again, Chuck was forced to leave the Legion. Chuck returned to his status as a reservist and never returned to active duty.

Nevertheless, Chuck did regain his powers. While the Legion was on Shanghalla mourning Chemical King's death, Chuck was guarding Legion headquarters. The Science Police did not realize that Legion Reservists were in charge of headquarters while the Legionnaires were away and assigned officer Dvron to stand guard. Dvron's entrance triggered one of the Legion's security devices, and both Dvron and Chuck found themselves trapped in force bubbles. Chuck discovered that contact with the walls of the security bubbles revitalized the plastic fluid in his cells - - restoring his bouncing powers. Chuck bounced his way out of the force bubble and made Dvron promise to tell no one that his powers had been restored. This secret preserved the continuity established in the adult Legion story wherein Chuck informed Superman that he had lost his bouncing powers.

After the Legion

"After the Legion, being a colonist is really - - boring."
- - Bouncing Boy, *Legion of Super-Heroes, series 2, # 266*

The secret of Chuck's powers did not last long. When Mordru used the Dark Circle to declare an Earth War, Chuck and Duo Damsel returned to help the Legion fight back the threat of a Khund invasion. Shortly thereafter, the couple helped colonize Wondil IX, but were forced back into action when the djinn-like creature, Kantuu, was freed on that planet and threatened to attack Earth. After that adventure, the couple spent several months at Legion headquarters, but finally decided not to rejoin the team.

Chuck's most famous assignment after leaving active duty was as co-instructor at the Legion Academy. Chuck was able to assist academy members in honing their powers and learning how to use them in combat. Chuck remained at the academy as an instructor until the academy was disbanded when the Legion's relationship with Earthgov deteriorated. After the academy folded, he and Luornu established the United Planets Militia Academy on the outpost world of Xolnar.

Bouncing Boy also answered the call when Cosmic Boy established a second Legion of Substitute-Heroes. He was a founding member of that organization.

Romancing the Carggite

"In our marriage, one plus one makes **three**!"
- - Luornu Durgo-Taine, *Superboy and the Legion of Super-Heroes # 216*

The relationship between Chuck and Luornu was result-oriented as far as the readers were concerned. The Adult Legion story presented Chuck and Luornu as a married couple before there was any hint of romance between them as teenagers. The teen-aged Chuck presumably began pursuing Luornu shortly after she realized that her crush on Superboy was futile. Although there was some indications of feelings between the two, the relationship primarily developed off-panel. When Chuck lost his powers and left the Legion, he proposed to Luornu. She accepted.

So Now What?

Chuck Taine has yet to make an appearance since Legion history was rebooted as a consequence of Zero Hour. Legion co-plotter, Tom McCraw, has stated that the character is not considered too silly to join the rebooted Legion. Despite the growing popularity of the name "Deathboing" in fandom, the creators are considering the codename "Rebound" for Mr. Taine. However, no final decisions have been made as yet.

Section IX - Marvel Comics presents ... the Legion of Super-Heroes !?:

Presented below is an article by AOL member StMikal (formerly "Completist Lad") on the Imperial Guard, a Marvel Comics' parody of the Legion. He warns that it may not be a complete listing of all appearances, but he does believe that it includes all the major ones. Also, it is important to realize that, when he speaks, he has his tongue placed firmly in his cheek (so ignore any slurring sounds).

Inside the Imperial Guard

by StMikal

The Shi'ar Imperial Guard, in my humble opinion, is one of the greatest super-hero groups never to have its own book. Despite mountains of letters requesting a monthly series, Marvel steadfastly kept the 20 or so members in the outer frontiers of the Marvel Universe, only surfacing occasionally to help lagging sales in troubled issues. A group of highly irrational comic book fans of DC Comics (the company that used to publish *Superman* and *Batman* before their untimely deaths) have maintained over the years that the Imperial Guard closely resembles characters in an on-again-off-again DC series called *Legion of Super-Heroes*. The Marvel editors have caved in to their pressure and have never give the Guard its own series. (It is purely coincidental that the Imperial Guard was first drawn by Dave Cockrum, who spent some time on the *LSH* series)

The Imperial Guard was introduced in a moderately popular Marvel book, *the Uncanny X-Men*. The group appeared a number of times in the title, whenever sales needed a shot in the arm. The leader of the Guard, Gladiator, appeared frequently in various Marvel books, and as far as I know, was only bested in battle three times. The Guard was featured in Marvel's *Galactic Storm* crossover event, an attempt to bring fan attention to the unpopular *Avengers* titles. *Starblast*, an attempt to capitalize on the renewed interest in the Marvel fan favorite *New Universe*, was the Guard's last adventure on the printed page, before being brought in to the floundering *"Age of Apocalypse"* storyline in the many *X-books*.

Very little of the team's background is known. The Imperial Guard appears to be an elite squad of the Shi'ar Empire's military forces, answerable only to the Emperor or Empress. A number of the Guard appear to be native Shi'ar, a race apparently descended from birds. Others have no features that could be specifically identified to any known races in the Marvel Universe. One can only assume that the members were recruited from the various worlds in the Empire.

As stated earlier, Gladiator is recognized as the team leader, but no other hierarchy is evident from the stories. Mentor, a being of tremendous intellect, has been shown to have earned a great deal of respect from his teammates.

The following is a roster of Guard members, their abilities, and their so-called counterparts in the DC comics line (although I do not lend any credence to this preposterous claim):

code name	abilities	Legion counterpart
Gladiator	super strength, invulnerability, super breath, super senses, flight	Superboy, Mon-El
Tempest	electrical and lightning powers	Lightning Lad
Hobgoblin	shapeshifting	Chameleon Boy
Oracle	mind reading	Saturn Girl
Fang	super strength and agility	Timber Wolf
Starbolt	heat and flame powers	Sun Boy
Astra	intangibility	Phantom Girl
Smasher	super strength and invulnerability	Ultra Boy
Electron	electro-magnetic field powers	Cosmic Boy
Nightside	darkness projection	Shadow Lass
Mentor	extreme intelligence	Brainiac 5
Quasar	mass manipulation	Star Boy
Titan	can grow to gigantic proportions	Colossal Boy
Impulse	generates energy blasts	Wildfire
Magic	projects realistic illusions	Princess Projectra
Midget, Scintilla	can shrink to microscopic size	Shrinking Violet
Warstar	symbiote beings, B'nee and C'cll,	Duo Damsel
Hussar	wields a neuro whip	?
Earthquake	manipulates solid land	Blok
Manta	projects blinding light	?
Zenith	energy absorption	?
Black Thorn	?	?
White Noise	sound manipulation	?
Black Light	black light powers	?
Solarwind	generates solar wind	?
Onslaught	fighting prowess	Karate Kid
Moondancer	tracking ability	Dawnstar
Glom	eats matter and energy	Matter Eater Lad
Voyager	opens space warps for teleportation	?
Hardball	bounces	Bouncing Boy
Flashfire	light generating powers	?
Commando	a Kree with enhanced strength, stamina, and endurance	Mon-El/Valor

Note: It is possible that Zenith, Black Thorn, White Noise, and Black Light were not members of the Guard but only allies recruited for one mission against Deathbird.

The following is a close-to-complete list of Imperial Guard appearances listed chronologically:

X-Men [first series] #107 (10/77) "Where No X-Man Has Gone Before"
Gladiator, Tempest, Hobgoblin, Oracle, Fang, Starbolt, Astra, Smasher, Electron, Nightside, Mentor, Quasar, Titan, Impulse, Magic, and Midget appear. The Guard protects Emperor D'Ken and the M'Kraan Crystal from the renegade Empress Lilandra and the forces from Earth that she recruited to help her defeat her brother, the X-Men.

X-Men [first series] #108 (12/77) "Armageddon Now"
Gladiator, Tempest, Hobgoblin, Oracle, Fang, Starbolt, Astra, Smasher, Electron, Nightside, Mentor, Quasar, Titan, Impulse, Magic, and Midget appear. Having temporarily defeated the Guard, Lilandra's allies enter the crystal. Phoenix, a member of the X-Men, claims to have averted a threat to the universe. Lilandra and the X-men are allowed to return to Earth.

X-Men [first series] #109 (2/78) "Home Are the Heroes"
Gladiator, Tempest, Hobgoblin, Oracle, Fang, Starbolt, Astra, Smasher, Electron, Nightside, Mentor, Quasar, Titan, Impulse, Magic, and Midget appear. Lilandra returns to ascend to the throne. The Guard pledges its allegiance to her.

X-Men [first series] #137 (9/80) "The Fate Of the Phoenix"
Gladiator, Starbolt, Oracle, Tempest, Smasher, Nightside, Warstar, Hussar, Earthquake, Manta, Tempest, and Manta appear. Empress Lilandra teleports Phoenix and the X-Men aboard her imperial flagship in order to execute Phoenix for the destruction of the D'Bari star system and a Shi'ar manned space craft. She agrees to allow the X-Men to battle the Guard for Phoenix's life. One by one, the X-Men fall, until Phoenix takes her own life to end the battle.

What If...? [first series] #27 (7/81) "What If Phoenix Had Not Died?"
The Imperial Guard of an alternate reality are depicted.

Uncanny X-Men #155 (3/82) "First Blood"
Gladiator appears. Gladiator leads a force to Earth to recover Empress Lilandra from Deathbird and the Brood.

Uncanny X-Men #157 (5/82) "Hide-'n'-Seek"
Gladiator, Oracle, Mentor, Fang, Starbolt, Quasar, Hussar and Warstar appear. Factions of the Guard battle against themselves due to Deathbird's treachery. They unite in time to stop an Shi'ar attack on Earth and receive the Empress from the X-Men.

Uncanny X-Men #158 (6/82) "The Life That Late I Led ..."
Oracle appears. Oracle is not allowed to do much by the glory hungry X-Men.

Uncanny X-Men #162 (10/82) "Beyond the Farthest Star"
Fang appears. Fang, a traitor to the empire working with the Brood, is assimilated into their race.

Fantastic Four #249 (12/82) "Man and Super-Man!"
Gladiator appears. Gladiator battles and defeats the Thing.

Fantastic Four #250 (1/83) "X-Factor"
Spider-Man, Captain America, and the X-Men join in the battle against Gladiator. Gladiator defeated when Mr. Fantastic deduces that Gladiator's powers are psionic in nature.

Uncanny X-Men #167 (3/83) "The Goldilocks Syndrome"
Gladiator appears. Gladiator accompanies Empress Lilandra.

Phoenix: The Untold Story #1 (4/84) "The Fate Of the Phoenix"
A retelling of X-Men #137 with a slightly different ending. The Guard still wins.

Rom Annual #4 (1985) "Blows Against the Empire!"
Rom encounters the Imperial Guard.

X-Men Spotlight on the Starjammers #2 (2/90) "Phalkon's Quest Part Two"
Warstar, Hussar, Quasar, Manta, Zenith, Titan, Starbolt, Electron, Impulse, Hobgoblin, Gladiator, Oracle, Nightside, Earthquake, Tempest, Magic, Smasher, Astra, Mentor, Midget, Black Thorn, White Noise, and Black Light appear. The Guard battles Deathbird with the Starjammers.

What If...? [second series] #15 (7/90) "What If ... The Trial Of Galactus Had Ended In Reed Richard's Execution?"
The Imperial Guard of an alternate reality are depicted.

What If...? [second series] #19 (11/90) "What If ... The Vision Had Conquered The World?"
The Imperial Guard of an alternate reality are depicted.

What If...? [second series] #23 (3/91) "What If The All-New All-Different X-Men Had Never Existed?"
The Imperial Guard of an alternate reality are depicted.

Uncanny X-Men #275 (4/91) "The Path Not Taken"
Gladiator, Tempest, Titan, Smasher, Earthquake, Starbolt, Warstar and Oracle appear. The Guard, following orders of a Skrull disguised as the Lord Chamberlain, battle the X-Men and the Starjammers.

Uncanny X-Men #277 (6/91) "Free Charley"
Gladiator and Oracle appear. The Guard members battle the X-Men under the thrall of the Skrulls.

What If...? [second series] #32 (12/91) "What If Phoenix Had Lived?"
The Imperial Guard of an alternate reality are depicted.

Captain America #398 (3/92) "It Came From Outer Space"
Galactic Storm Part One. Warstar appears. Warstar attempts to abduct Rick Jones. Oracle calls Jones mentally from orbit.

Avengers West Coast #80 (3/92) "Turn Of the Sentry"
Galactic Storm Part Two. Tempest, Oracle, Electron, and Warstar appear. The Guard gathers a matter shaping device from the moon.

Quasar #32 (3/92) "The Tomb Of Mar-Vell"
Galactic Storm Part Three. Manta, Magic and Impulse appear. The Guard attempt unsuccessfully to keep the Kree from getting the Nega Bands from Captain Marvel's tomb.

Mighty Thor #445 (3/92) "The War & the Warrior"
Galactic Storm Part Seven. Gladiator appears. Gladiator attempts to stop a group of Avengers from Earth from penetrating the empire. Gladiator is bested in battle by the Avenger Thor.

Avengers West Coast #81 (4/92) "They Also Serve ..."
Galactic Storm Part Nine. Warstar, Nightside, Scintilla, Starbolt, Neutron, and Hobgoblin appear. The Guard retrieves the Nega Bands from the Avengers on Earth.

Quasar #33 (4/92) "Spatial Deliveries"
Galactic Storm Part Ten. Starbolt, Neutron Electron, Tempest, Nightside, Oracle, Warstar, Solarwind, Onslaught, Moondancer, Glom, Voyager and Hobgoblin appear. The Guard captures a force of Earth heroes bound for the Shi'ar homeworld.

Mighty Thor #446 (4/92) "Now Strikes the Starforce"
Galactic Storm Part Fourteen. Astra, Glom, Hussar, Hardball, Earthquake, Smasher, and Titan. The Guard repels an invasion attempt by the Kree Starforce with help from the Avengers.

Avengers West Coast #82 (5/92) "Shi'ar Hatred"
Galactic Storm Part Sixteen. Titan, Smasher, Hussar, Hardball, Earthquake, and Astra appear. The Guard battles the Avengers to a draw.

Avengers #347 (5/92) "Empire's End"
Galactic Storm Part Nineteen. Tempest, Electron, Magic, Impulse, Titan, Oracle appear. The Guard accompanies Lilandra to Hala.

What If...? [second series] #55 (11/93) "What If The Avengers Lost Operation Galactic Storm?" Part One
The Imperial Guard of an alternate reality are depicted.

What If...? [second series] #56 (12/93) "What If ... The Avengers Lost Operation: Galactic Storm" Part Two
The Imperial Guard of an alternate reality are depicted.

Nova [second series] #1 (1/94) "Heavy Mettle"
Gladiator appears: Gladiator tests Nova in battle.

Starblast #1 (1/94) "Once In A Blue Moon"
Gladiator appears: While in the neighborhood, Gladiator investigates activity on Earth's moon.

Quasar #54 (1/94) "Search Party"
Gladiator appears: Gladiator defeats Hyperion in battle only to find Earth's heroes have commandeered his space craft.

Starblast #2 (2/94) "Crossing Guard"
Gladiator, Neutron, Solarwind, Nightside, Voyager, Starbolt, Moondancer, Manta, and Smasher appear. While Gladiator battles Quasar in the quantum zone, the other guard members battle to regain the Shi'ar space craft. They reach a truce with the Earth heroes and join forces to repel the aliens.

Quasar #55 (2/94) "In A Stranger Land"
Gladiator, Neutron, Solarwind, Nightside, Voyager, Starbolt, Moondancer, Manta, and Smasher appear. After being ordered to stay on the Shi'ar craft, Solarwind, Voyager and Moondancer resign from the Guard. They leave to engage the Stranger to avenge their former imprisonment and experimentation at his hands. Their previous meeting with the Stranger remains unchronicled (as far as I know).

Starblast #3 (3/94) "A Whole New Universe"
Solarwind, Voyager and Moondancer appear. Solarwind, Voyager and Moondancer are captured by the aliens.

Quasar #56 (3/94) "Nuke Me With the New"
Solarwind, Voyager and Moondancer appear. Earth's heroes free the captive guard members who continue their quest for vengeance.

Starblast #4 (4/94) "The End Of the World (As We Know It)"
Solarwind, Voyager and Moondancer appear. The three guard members confront the Stranger who places them under his mental control.

What If...? [second series] #60 (4/94) story three: "... What If Phoenix Had Fallen For Wolverine?"
The Imperial Guard of an alternate reality are depicted.

Silver Surfer Break Out #1 (1994) "Breakout!"
Marvel/ Drake's Cakes mini-comic. Imperial Guard appear.

Spider-Man When Heroes Clash #2 (1994) "When Heroes Clash!"
Marvel/ Drake's Cakes mini-comic. Imperial Guard appear.

Hulk Pantheon Raid #3 (1994) "Pantheon Raid"
Marvel/ Drake's Cakes mini-comic. Imperial Guard appear.

Wolverine The Nuke Hunters #4 (1994) "The Nuke Hunters"
Marvel/ Drake's Cakes mini-comic. Imperial Guard behind-the-scenes only.

X-Men Siege And Destroy #5 (1994) "Siege And Destroy!"
Marvel/ Drake's Cakes mini-comic. Imperial Guard behind-the-scenes only.

Uncanny X-Men #320 (1/95) "The Son Rises In the East"
Gladiator appears: After a short battle, Gladiator allows the guardian of the M'Kraan Crystal to consult with Lilandra about the impending end of the universe.

Gambit & the X-Ternals #2 (4/95) "Where No External Had Gone Before"
Alternate reality versions of Gladiator, Hobgoblin, Oracle, Fang, Starbolt, Smasher, Nightside, Mentor, Titan, Impulse, and Scintilla appear. The Guard protects M'Kraan Crystal from thieves from Earth. Starbolt apparently dies.

Fantastic Four #400 (5/95) "Even the Watchers Can Die!"
Gladiator cameo.

Gambit & the X-Ternals #3 (5/95) "Limits Infinity"
Alternate version of Gladiator appears. Gladiator pursues the Gambit and his band as they attempt to steal the N'Kraan Crystal. Gladiator is turned to crystal and presumably destroyed when the crystal pulses and discharges destructive energy.

Final note: Gladiator has also appeared in a number of Marvel titles which are not listed here. Any additional information will be greatly appreciated.

Post-Script: Since this issue of *Legion Outpost II* was originally published, the Imperial Guard have reappeared a number of times. Through the magic of electronic editing, those later appearances will now be presented below.

X-Men Adventures [Volume 3] #5 (7/95) Phoenix Saga, Part 3: "The Phoenix and the Princess"
Non-continuity appearance of Gladiator.

X-Men Adventures [Volume 3] #6 (8/95) Phoenix Saga, Part 4: "Now Come - - the Starjammers"
Non-continuity appearance of the Imperial Guard.

X-Men Adventures [Volume 3] #7 (9/95) Phoenix Saga, Part 5: "This Power Corrupted"
Non-continuity appearance of the Imperial Guard.

Starjammers #4 (1/96) "Nova"
The Imperial Guard defeat the Uncreated, assisted by the Starjammers.

X-Men Adventures [Volume 3] #12 (2/96) Dark Phoenix: Part 3: "You Can't Go Home Again"
Non-continuity appearance of the Imperial Guard.

X-Men Adventures [Volume 3] #13 (3/96) Dark Phoenix, Part 4: "Crime And Punishment"
Non-continuity appearance of the Imperial Guard.

The Uncanny X-Men #341 (2/97) "When Strikes A Gladiator!"
Gladiator contacts the X-Men to ask them to help the Shi'ar homeworld.

Imperial Guard #1 (1/97) "Imperious Wrecks!"
Majestrix Lilandra has ordered the Imperial Guard to observe Earth. They help the Avengers against the Underground Militia.

Imperial Guard #2 (2/97) "Up From The Depths"
The Militia are revealed to be pink-skinned Kree on Earth for revenge against Earth's heroes.

Imperial Guard #3 (3/97) "A Mad God Awakens!"
The Guard defeat the Underground Militia. The Kree Supreme Intelligence revives itself.

The Untold Legend Of Captain Marvel #1 (4/97) "Soldier"
The Kree end up in the middle of a firefight between the Imperial Guard and the Skrulls.

The Incredible Hulk '97 #nn (1997) story one: "Sin Of The Father"
Gladiator and Oracle battle the Hulk over possession of the changling known as Elamron.

The Untold Legend Of Captain Marvel #2 (5/97) "Hero"
Lady Deathbird explains to the Kree that the Imperial Guard were pursuing the Brood.

Gladiator/Supreme #1 (3/97) "False Gods"
Marvel/ Maximum Press crossover. Gladiator battles Supreme on Denuvi-7.

The Untold Legend Of Captain Marvel #3 (6/97) "Legend"
Three weeks after defeating the Brood, the Kree again meet up with the Imperial Guard.

Marvel Adventures #10 (1/98) "Redemption"
Non-continuity appearance of Gladiator.

Section X - Who's Who in the Legion of Super-Heroes (part 3):

code name: ***Leviathan***™
real name: **Gim Allon**
planet of birth: **30th century Mars. Mars was colonized in the 21st century.**[1]
powers: **Growth powers (derived from a meteor's radiation).**
historical first app.: **ACTION COMICS #267 (August 1960)**
modern first app.: **LEGIONNAIRES #0 (October 1994)**
historical data: **After gaining growth powers while at the Science Police Academy on Mars, Gim Allon joined the *Legion of Super-Heroes* as *Colossal Boy*. Gim's mother Marte Allon was elected President of Earth in 2983 A.D.. Gim fell in love with, and married, a woman he believed to be Salu Digby (*Shrinking Violet*); when it was revealed to him that his wife was actually a Durlan named Yera, he declined her offer for an annulment.**
modern data: **Gim Allon gained growth powers while performing his duties as a Science Police officer on Mars. He was assigned to the *Legion of Super-Heroes* as *Leviathan*, the Mars representative, and briefly replaced *Cosmic Boy* as team leader. Gim was killed in battle against *Doctor Regulus*.**

Leviathan (Colossal Boy)
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Soon after the formation of the Legion of Super-Heroes, the United Planets decided to use the organization as a symbol of unity among the newly formed U.P.. R. J. Brande, aware that the Legion could not survive without the support of U.P. officials, had no choice but to allow their interference. One super-powered youth from each world of the United Planets would be drafted into the Legion. It was on Mars that Lt. Gim Allon of the Science Police learned that he was to be the Mars representative. Months before, Lt. Allon had chased a criminal Durlan outside the protection of the city dome, ignoring the dangers of an ongoing meteor storm. A glowing meteor struck and killed the Durlan, seriously injuring Gim. During his week-long coma, doctors watched as Gim's RNA was altered. When he finally awoke, he found that he had grown to a height of 15 feet! He soon learned to control his new growth powers. It was because of this special ability that Gim Allon became the Legionnaire named Leviathan. Leviathan was assigned to replace Cosmic Boy as Legion leader. After Kid Quantum died under his poor leadership, Leviathan resigned from the post. Leviathan was a Legionnaire for just about a year when he himself was killed in battle against the mad Doctor Regulus.

[1] Editor Note: The actual century in which Mars was colonized has not yet been established. The 21st century was chosen based on other DC series set in the future and may prove to be incorrect.

code name:	***Kid Quantum*™**
real name:	**James Cullen (Interlac translation of Xanthu name)**
planet of birth:	**30th century Xanthu.**
powers:	**Stasis field generation (power derived from Llorn device).**
historical first appearance:	**LEGION OF SUPER-HEROES [fourth series] #9 (July 1990) [statue only], #33 (September 1992) [actual]**
modern first appearance:	**LEGIONNAIRES #0 (October 1994)**
historical data:	**In order to prevent *Glorith of Baaldur* from enslaving them, the shape-changing Proteans of Antares II performed a ceremony which transferred their souls into a Protean who would hid in human form. The Proteans convinced a couple from Xanthu to allow this vessel, "the Soul of Antares", to pose as their son. Using a Llorn device, "James Cullen" became a hero on Xanthu and ultimately a member of the *Legion of Super-Heroes*. Soon after joining the Legion as *Kid Quantum*, his belt failed and he was apparently killed ... however his body was never found. Years later, he was discovered alive, in hiding from Glorith.**
modern data:	***Kid Quantum* was assigned to the *Legion of Super-Heroes* as the representative of Xanthu. On his first mission, his belt failed and he was apparently killed by the evil *Tangleweb*. During his funeral, a bomb detonated, destroying the coffin and its contents. Nothing of Kid Quantum's body could be found.**

Soon after the formation of the Legion of Super-Heroes, the United Planets decided to use the organization as a symbol of unity among the newly formed U.P.. R. J. Brande, aware that the Legion could not survive without the support of U.P. officials, had no choice but to allow their interference. One super-powered youth from each world of the United Planets would be drafted into the Legion. The planet Xanthu was lucky in that it had three champions to chose from. Ultimately, they drafted Kid Quantum, who possessed a belt which enabled him to generate a stasis field. Unfortunately for Kid Quantum, his belt failed on his first Legion mission and he was killed. Kid Quantum's body was completely incinerated when, during his funeral, a bomb within the coffin detonated.

Kid Quantum
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Section XI - Legion checklist [historical] (part 3 - 1983 to 1986):

The following is part 3 of a chronological checklist of the historical version of the Legion of Super-Heroes. This list is not limited to just Legion appearances but also includes Legion cameos and appearances by such supporting characters as Dev-Em, Elastic Lad, and Insect Queen. Also included are listings of reprints of Legion tales. It is during this period that the "pre-Crisis reality" ends and the "post-Crisis reality" begins (i.e., in the revised reality, Superman no longer had a career as a teen-aged Superboy ... the Legion's Superboy, it would be revealed, actually came from a Pocket Universe created by the Time Trapper).

THE LEGION OF SUPER-HEROES [second series] # 295

cover date: January 1983

title: "The Origin of the Universe File - -"

comments: Blok and Timber Wolf view old records of an early Legion adventure. The team was just recently formed. Utilizing their new, state-of-the-art flying belts, Cosmic Boy, Saturn Girl, Lightning Lad, Triplicate Girl, and Colossal Boy fly to the Time Institute. Circadia Senius, Chronarch of the Time Institute greets them. He explains that when the Institute attempted to view the beginning of the universe, a blast of energy destroyed their monitor. They try again with the Legionnaires there and the monitor explodes again. An image of a Guardian of the Universe appears. The Guardian raises the Institute into outer space. Three Green Lanterns (one Xudarian, one Durlan, and another named Vidar) appear. They explain that the Guardians have kept the Green Lanterns' presence to a minimum in this region of space because they feel the United Planets is mature enough to warrant non-interference, however the Guardians forbid this particular experiment. Saturn Girl mentally contacts a Guardian, who transports them all to Oa. The Oans tell the tale of Krona and how he ignored the ancient taboo on observing the origin of the universe. Krona brought evil into the universe with that act. The Legionnaires agree to not go against the Oans' wishes and they are all sent back to Earth. The Xudarian and Durlan Green Lanterns both return to their own space sectors. Vidar remains behind. Cosmic Boy explains that he, Lightning Lad, and Saturn Girl came to the Institute as volunteers to test out a new "time bubble". They intend to take it to the 20th century to ask Superboy and Supergirl to join their club. During the trip, something goes wrong and they return to their starting point. They find Vidar, who desires to know anything the Guardians wish to hide, attempting to view the origin of the universe. Once again an explosion occurs and Vidar is defeated. They are transported back to Oa. A Guardian explains that Vidar is new to the Corps and is the first to betray their ideals in the last millennium. Vidar is banished from the Corps. Cosmic Boy tells the Guardians that the government of Earth demands that all Green Lanterns remain off Earth indefinitely. The tape ends. Timber Wolf goes and tells Light Lass he is staying with the Legion, she then intends to leave without him. Blok ponders the similarity between Vidar and Universo, and also notes that Universo's son is named Rond Vidar. He assumes that Brainiac 5 would have made this connection and figures he is wrong. Note: First appearance of Circadia Senius. This issue also includes a text feature: Who's Who entries conclude with

Shadow Lass through Wildfire; also, a checklist of Honorary Members and the Substitute Heroes. (Berger; Levitz/ Giffen; Giffen/ Hunt)

ADVENTURE COMICS # 495
cover date: January 1983
title: (*Legion* reprints): ADVENTURE COMICS #290 and 293
comments: Digest format. Reprints.

THE LEGION OF SUPER-HEROES [second series] # 296
cover date: February 1983
title: "What Do You Do On the Day After Doomsday?"
comments: Mon-El and Shadow Lass are on the Science Asteroid in the Asteroid Archipelago. Blok shows White Witch Brainiac 5's tesseract rooms. On this day following the defeat of Darkseid, she mentions that she has been a Legionnaire for a few days now. Cosmic Boy's family is seriously injured in a terrorist fireballing. Light Lass leaves the Legion. Duplicate Boy sees Shrinking Violet with Colossal Boy. Karate Kid proposes to Projectra. Brainiac 5 continues working on a cure for Matter-Eater Lad. Chameleon Boy is pardoned and released from Takron-Galtos for his help against Darkseid's forces. Cham discovers he has lost his powers. Note: Night Girl appears. (Berger; Levitz/ Giffen; Giffen/ Mahlstedt)

SUPERMAN [first series] # 380
cover date: February 1983
title: (*Superman* feature): "A Mind-Switch In Time!"
comments: Part one of three. The minds of Superman and Superboy, his younger self, are switched in a timestream mishap. The Legion of Super-Heroes is referenced only, no actual appearances. *SUPERMAN [first series] #380-382* tie in with *THE NEW ADVENTURES OF SUPERBOY #38.*

THE NEW ADVENTURES OF SUPERBOY # 38
cover date: February 1983
title: story one (*Superboy* feature): "The Day That Lasted Forever"
comments: The minds of Superman and Superboy, his younger self, are switched in a timestream mishap. The Legion of Super-Heroes is referenced only, no actual appearances. *SUPERMAN [first series] #380-382* tie in with *THE NEW ADVENTURES OF SUPERBOY #38.*

ADVENTURE COMICS # 496
cover date: February 1983
title: (*Legion* reprints): ACTION COMICS #287 and 289
comments: Digest format. Reprints.

THE BEST OF DC # 33
cover date: February 1983
title: (*Legion* reprints): ADVENTURE COMICS #327, SUPERBOY [first series] #195, SUPERBOY & THE LEGION OF SUPER-HEROES #240, SUPERBOY [first series] #172 and 221, SUPERBOY & THE LEGION OF SUPER-HEROES #233, and the "Origins and Powers" featurette from ALL NEW COLLECTORS' EDITION #C-55
comments: Digest format. "Secret Origins of the Legion of Super-Heroes" on cover. Reprints.

THE LEGION OF SUPER-HEROES [second series] # 297
cover date: March 1983
title: untitled
comments: Cosmic Boy and Night Girl hear about the fireballing and Cosmic Boy's family. Brainiac 5 cures Matter-Eater Lad. Cosmic Boy's mother dies, his father and brother are in critical condition. Cosmic Boy comes close to, but resists, killing the terrorists. Chameleon Boy returns. Note: Spotlight on Cosmic Boy. This tale retells the origin of Cosmic Boy and the Legion. Braal has been in economic trouble for the last four generations. Rokk Krinn was born on Earth to Braalians Hu and Ewa Krinn. Rokk played Magno-Ball at age 13. When he turned 14 he headed to Earth for work. Garth Ranzz is shown wearing a Lightning Boy costume. (Berger; Levitz/ Giffen; Giffen/ Mahlstedt)

SUPERMAN [first series] # 381
cover date: March 1983
title: (*Superman* feature): "Whose Super-Life Is It Anyway?"
comments: Part two of three. The Legion of Super-Heroes is referenced only.

ADVENTURE COMICS # 497
cover date: March 1983
title: (*Legion* reprints): SUPERBOY [first series] #98 and ADVENTURE COMICS #300
comments: Digest format. Reprints.

THE LEGION OF SUPER-HEROES [second series] # 298
cover date: April 1983
title: story one (*Legion* feature): "The Edge of Nowhere"
comments: Colossal Boy and Shrinking Violet are married. Duplicate Boy attacks Colossal Boy. The Legion find Kharlak the Khund at the Asteroid Archipelago. Suspicions about Shrinking Violet's true identity surface. Chameleon Boy decides to return to Durla to regain his powers. Note: Blok dons a new costume. Story two is an Amethyst, Princess of Gemworld insert (first appearance). (Berger; Levitz/ Giffen; Giffen/ Mahlstedt)

SUPERMAN [first series] # 382
cover date: April 1983
title: (*Superman* feature): "Where Trouble Goes - - Euphor Follows"
comments: Part three of three. The Legion of Super-Heroes is referenced only.

ADVENTURE COMICS # 498
cover date: April 1983
title: (*Legion* reprints): ADVENTURE COMICS #301 and 302
comments: Digest format. Reprints.

THE BEST OF DC # 35
cover date: April 1983
title: (*Legion* reprint): THE LEGION OF SUPER-HEROES [second series] #286 (story one)
comments: Digest format. "Best of the Year" on cover. Reprint.

THE LEGION OF SUPER-HEROES [second series] # 299
cover date: May 1983
title: "Not a Ghost of a Chance"
comments: Invisible Kid II finds Wildfire and meets the original Invisible Kid in a dream dimension. The Legion battle Kharlak and the Khunds. Feelings emerge between Shvaughn Erin and Element Lad. Invisible Kid II and Wildfire reappear on Orando. Shadow Lass jokingly calls herself Shadow Woman. Note: The Lallorians and Dev-Em appear. This issue also contains a text feature entitled "The Legion Checklist - Part 2". (Berger; Levitz/ Giffen; Giffen/ Mahlstedt)

ADVENTURE COMICS # 499
cover date: May 1983
title: (*Legion* reprints): ADVENTURE COMICS #303 and 304
comments: Digest format. Reprints.

THE BRAVE AND THE BOLD [first series] # 198
cover date: May 1983
title: (*Batman/Karate Kid* feature): "Terrorists of the Heart!"
comments: Karate Kid travels back in time to the 20th century and meets Batman. They stop the menace of Pulsar. Karate Kid contacts Iris Jacobs (a woman who he met during his own series) and tells her that he came back to invite her to his wedding. The heart-broken Iris, who loves Karate Kid deeply, tells him to go home and leave her alone. (Wein; Barr; Patton/ Hoberg)

THE LEGION OF SUPER-HEROES [second series] # 300

cover date: June 1983
title: story one: "The Future Is Forever!"
comments: Mon-El and Shadow Lass fight the Khunds. Superboy, Supergirl, Rond Vidar, Proty II, and others appear. This issue reveals that the tales of the Adult Legion all took place in the mind of a comatose Douglas Nolan, brother of Ferro Lad. Douglas Nolan disappears into one of his dream realities at the end of this story. Note: 64 pages. Story one frames stories two through seven. Shadow Lass dons a new costume. This issue also contains a two page picture of all the Legionnaires and supporting cast. (Berger; Levitz/ Giffen; Giffen/ Mahlstedt)
title: story two: "First Vision"
comments: Tale of an alternate reality. (Berger; Levitz/ Giffen; Schaffenberger)
title: story three: "Second Vision"
comments: Tale of an alternate reality. (Berger; Levitz/ Giffen; Bender/ Giacoia)
title: story four: "Third Vision"
comments: Tale of an alternate reality. This vision continues the tale begun in *ADVENTURE COMICS #354-355*. (Berger; Levitz/ Giffen; Swan/ Adkins)
title: story five: "Fourth Vision"
comments: Tale of an alternate reality. (Berger; Levitz/ Giffen; Cockrum)
title: story six: "Fifth Vision"
comments: Tale of an alternate reality. (Berger; Levitz/ Giffen; Sherman)
title: story seven: "Sixth Vision"
comments: Tale of an alternate reality. (Berger; Levitz/ Giffen; Staton/ Giordano)

ADVENTURE COMICS # 500

cover date: June 1983
title: (*Legion* reprints): ADVENTURE COMICS #305-312, SUPERMAN'S PAL, JIMMY OLSEN #72, and ADVENTURE COMICS #313
comments: Digest format. Reprints.

THE LEGION OF SUPER-HEROES [second series] # 301

cover date: July 1983
title: "Different Paths, Different Dooms"
comments: Chameleon Boy and R. J. Brande go to Durla to help Cham regain his powers. Element Lad, Shvaughn Erin, and Gigi Cusimano investigate Shrinking Violet's identity. Karate Kid announces his and Queen Projectra's wedding. Note: Chameleon Boy, Colossal Boy, Element Lad, Timber Wolf, and Shrinking Violet all don new costumes. First appearance of Gigi Cusimano. Supergirl and Proty II appear. This issue also contains a text feature entitled "The Legion Checklist - Part Three". (Berger; Levitz/ Giffen; Giffen/ Mahlstedt)

ADVENTURE COMICS # 501
cover date: July 1983
title: (*Legion* reprints): ADVENTURE COMICS #314 and 315
comments: Digest format. Reprints.

DC COMICS PRESENTS # 59
cover date: July 1983
title: (*Superman/Substitute Legion* feature): "Ambush Bug II"
comments: Superman follows Ambush Bug into the 30th century and meets the Substitute Heroes. The Legion of Super-Heroes is stated to be on a mission. Note: First appearance of the Substitute Heroes Auxiliary (Antennae Lad and Double-Header). (Schwartz; Giffen/ Levitz; Giffen/ Schaffenberger)

DC COMICS PRESENTS ANNUAL # 2
cover date: 1983
title: (*Superman/Superwoman* feature): "The Last Secret Identity!"
comments: Jimmy Olsen appears in his Elastic Lad outfit at Morgan Edge's costume party. No Legion appearances.

THE LEGION OF SUPER-HEROES [second series] # 302
cover date: August 1983
title: "Family Matters"
comments: Lightning Lord battles Lightning Lad, looking for their sister Ayla (Light Lass). Element Lad and Shvaughn Erin go to Imsk, Shrinking Violet's homeworld in the Irulan system. Element Lad states that he was 12 when Trom was destroyed. Emerald Empress attacks the Legionnaires on Weber's World. Note: It is stated in this issue that Imsk is a planet in the Irulan star system. Supergirl appears in this issue. This issue also contains a text feature entitled "The Legion Checklist - Part Four". (Berger; Levitz/ Giffen; Giffen/ Mahlstedt)

ADVENTURE COMICS # 502
cover date: August 1983
title: (*Legion* reprints): ADVENTURE COMICS #316 and 317
comments: Digest format. Reprints.

THE LEGION OF SUPER-HEROES [second series] # 303
cover date: September 1983
title: "Those Emerald Eyes Are Shining ..."
comments: Emerald Empress and the Dark Circle are revealed to be in control of Weber's World and are defeated by the Legion. Ultra Boy quits as Deputy Leader. Note: Supergirl appears in this issue. (Berger; Levitz/ Giffen; Giffen/ Mahlstedt)

LEGION OF SUPER-HEROES [second series] ANNUAL # 2
cover date: 1983
title: "Whatever Gods There Be ..."
comments: Wedding of Karate Kid and Queen Projectra. When Superboy enters the 30th century through the timestream, Dream Girl, White Witch, Star Boy, Ultra Boy, and Cosmic Boy are caught in the wake and hurled into Earth's ancient past. There, circa 210 B.C. Greece, they discover Durlans posing as the Greek gods. Dream Girl discovers that, within a year, Durla will be devastated by a nuclear war and only the shape-shifters will long survive. The time-lost Legionnaires return home. Element Lad and Shvaughn Erin miss the wedding, in search of Shrinking Violet's identity. Karate Kid and Queen Projectra resign from the Legion following their marriage ceremony. Note: Supergirl also appears this issue. (Berger; Levitz/ Giffen; Gibbons)

DC SAMPLER # nn [1]
cover date: 1983
title: none
comments: This comic contains samples of current DC titles including the Legion of Super-Heroes.

ADVENTURE COMICS # 503
cover date: September 1983
title: (*Legion* reprints): ADVENTURE COMICS #318 and SUPERMAN'S PAL, JIMMY OLSEN #76
comments: Digest format. Reprints.

THE LEGION OF SUPER-HEROES [second series] # 304
cover date: October 1983
title: "Siege Perilous"
comments: Legion Academy students Laurel Kent, Shadow Kid, Lamprey, Jed Rikane, Magnetic Lad/Kid, Nightwind, Crystal Kid, and Comet Queen try out for the Legion. No new Legionnaires are admitted. Element Lad, Shvaughn Erin, Brainiac 5, and Chameleon Boy lure Colossal Boy and Shrinking Violet on a mission to Imsk. Star Boy is made new Deputy Leader. Dawnstar leaves on her Grand Tour of the Galaxy. Note: With the exception of Laurel Kent, this is the first time the above heroes are shown to be students of the Academy. First appearance of Comet Queen. Pol Krinn, brother of Cosmic Boy, is referred to as both Magnetic Lad and Magnetic Kid in this issue. It is revealed that Laurel Kent entered the Academy with Dawnstar. First appearance of Tellus behind the scenes. (Berger; Levitz/ Giffen; Giffen/ Mahlstedt)

THE LEGION OF SUPER-HEROES [second series] # 305
cover date: November 1983
title: "Violet's Story"
comments: Sun Emperor appears. Shrinking Violet is revealed to be Yera, a Durlan actress. Salu is rescued from Imskian separatists. Dawnstar leaves Starhaven on her quest. Even after the deception, Colossal Boy stays with Yera. Note: Sun Emperor is shown with a new look. This issue also contains a text feature entitled "The Legion Checklist - Part 5". (Berger; Levitz/ Giffen; Giffen/ Schaffenberger)

THE LEGION OF SUPER-HEROES [second series] # 306
cover date: December 1983
title: "Born Under A Lucky Star"
comments: Element Lad is elected leader. The origin story and early days of Star Boy are retold. Thom Kallor was born to Fryd and Mira Kallor. His ability to make things super-heavy manifested during his childhood. As a teen, he survives a space cruiser crash but finds he has been imbued with Superboy-like powers. He is admitted to the Legion as the 13th member, Star Boy. While helping stop a criminal revolt on Takron-Galtos, his "Superboy" powers disappear. He uses his mass powers to stop the criminals but is severely injured as a result. Saturn Girl, the new Legion leader, visits him in the hospital. She says he can remain in the Legion as long as he develops his mass powers, which he does. (Berger; Levitz/ Giffen; Giffen/ Swan/ Mahlstedt)

THE LEGION OF SUPER-HEROES [second series] # 307
cover date: January 1984
title: "The Prophet Shall Speak"
comments: The Legion find research station Trewsk burned away. Element Lad finds out he was elected leader. Saturn Girl and Lightning Lad announce to Cosmic Boy that Imra is pregnant. The Legion and United Planets are on Khundia for peace talks. Prophet arrives and declares that Khundia is doomed. Note: First appearance of Prophet and Omen. First appearance of the Gil'dishpan, a non-humanoid race from the Elliptical Galaxy O-749. (Berger; Levitz/ Giffen; Giffen/ Mahlstedt)

THE BEST OF DC # 44
cover date: January 1984
title: (*Legion* reprints): ADVENTURE COMICS #319-321, SUPERMAN'S GIRL FRIEND, LOIS LANE #50, and ADVENTURE COMICS #322-323
comments: Digest format. Reprints.

THE LEGION OF SUPER-HEROES [second series] # 308

cover date: February 1984
title: story one: "... And the Sky Itself Shall Burn!"
comments: A group of Legionnaires are on Khundia. Note: The origin of Prophet is revealed. (Berger; Levitz/ Giffen; Giffen/ Mahlstedt)
title: story two: "Guess What's Coming To Dinner?"
comments: Colossal Boy introduces his new bride, Yera, to his parents Winn and Marte Allon in their home in the Old Boston Sector. Note: This issue also contains a text feature entitled "The Legion Constitution" Part 1 of 3. (Berger; Levitz/ Giffen; Tuska/ Mahlstedt)

THE NEW ADVENTURES OF SUPERBOY # 50

cover date: February 1984
title: "Dial "V" For Villain!"
comments: In the 30th century, Chameleon Boy is present at the Museum of Heroes and Legends. A criminal named Nylor Truggs grabs the H-Dial from its case and dials, transforming himself into the Cyclone. Chameleon Boy captures the thief, but he teleports away. Truggs re-appears in the mid-20th century in the cell of the teen-age Lex Luthor. Lex concludes that Truggs is from the Legion's era and joins forces with him. Using the dial, Truggs transforms into Landslide. He smashes the prison wall and both criminals escape. The Legion contact Superboy. Elsewhere, Truggs becomes the Smasher. Krypto sees Superboy and the Legion and joins them. Truggs becomes High-Roller. He then tracks down friends of Superboy and turns them into villains: Pete Ross becomes Megaton, Lana Lang becomes Wisp, Lisa Davis becomes Blizzard, and Bash Bashford becomes Man-Mountain. The two groups meet and a battle ensues. The mayhem ends when Krypto crushes the dial in his jaws. Back in the 30th century, Chameleon Boy brings the smashed dial to the curator. The curator is upset ... now he has to rummage up the <u>other</u> H-Dial they have! Note: Chameleon Boy, Brainiac 5, Wildfire, Colossal Boy, Element Lad, and Star Boy appear. Three H-Dials are known to have existed. The one shown in this story appears to be the dial owned by Chris King. (Schwartz; Kupperberg; Giffen/ Schaffenberger/ Hunt)

THE LEGION OF SUPER-HEROES [second series] # 309

cover date: March 1984
title: story one: "As The Sky Burns"
comments: The Legion fight Prophet on Khundia. Computo almost gets loose. Omen detects that Prophet has gone. Omen arrives at Khundia. (Berger; Levitz/ Giffen; Giffen/ Mahlstedt)
title: story two: "Monarchs Of All They Survey"
comments: Karate Kid and Queen Projectra battle Pharoxx on Orando. Note: This issue also contains a text feature entitled "The Legion Constitution" Part 2 of 3. (Berger; Levitz/ Giffen; Broderick/ DeCarlo)

THE BEST OF DC # 46
cover date: March 1984
title: (*Jimmy Olsen* reprints): SUPERMAN'S PAL, JIMMY OLSEN #37, 101, 106
comments: Digest format. "Jimmy Olsen" on cover. Reprint.

THE LEGION OF SUPER-HEROES [second series] # 310
cover date: April 1984
title: "Omen"
comments: The Legion fight Omen on Khundia. On Earth, Brainy continues work on curing Danielle Foccart. Blok suffers injuries. Invisible Kid I returns. Element Lad and Shvaughn Erin kiss. Note: This issue also contains a text feature entitled "The Legion Constitution" Part 3 of 3. (Berger; Levitz/ Giffen; Giffen/ Mahlstedt)

THE LEGION OF SUPER-HEROES [second series] # 311
cover date: May 1984
title: story one: "Destruction By Design"
comments: Brainy destroys Legion headquarters to cure Danielle Foccart (his 15th attempt), turns Computo into a major domo, and builds a new Legion headquarters. Note: First appearance of the third Legion headquarters. Second appearance of Flynt Brojj. (Berger; Levitz/ Giffen; Giffen/ Mahlstedt)
title: story two: "A Shared Destiny"
comments: Wildfire meets Dawnstar's parents, Mist-Rider and Moonwalker. Note: This issue also contains a text feature on the Legion Symbol List and Interlac Alphabet. (Berger; Levitz/ Giffen; Colan/ Mahlstedt)

THE LEGION OF SUPER-HEROES [second series] # 312
cover date: June 1984
title: "Good Cop, Bad Cop?"
comments: Shrinking Violet is released from Medicus One. The rest of this issue is a detective story focusing on the Science Police. Note: Shrinking Violet dons a new costume. Superboy appears in this issue. (Berger; Levitz/ Giffen; Giffen/ Kesel)

THE LEGION OF SUPER-HEROES [second series] # 313
cover date: July 1984
title: "Death Threat"
comments: The Science Police focus continues, with a death threat to Earth President Marte Allon. A team of Legionnaires help rebuild Daxam. Violet confronts Duplicate Boy. Note: This series becomes *TALES OF THE LEGION* with the next issue. Superboy appears in this issue. This issue also contains a Map of Metropolis. (Berger; Levitz/ Giffen; Giffen/ Mahlstedt)

THE BEST OF DC # 50
cover date: July 1984
title: (*Superman/Substitute Legion* reprint): DC COMICS PRESENTS #59
comments: Digest format. "Superman" on cover. Reprint.

LEGION OF SUPER-HEROES [third series] # 1
cover date: August 1984
title: "Here A Villain, There A Villain ..."
comments: Part one of five. The Legion of Super-Villains prepare a plot against the Legion of Super-Heroes. On Ventura, Dream Girl tells Star Boy she had a vision foretelling that one of the Legionnaires would die. Micro Lad tries to steal from Ventura and ends up in battle against Dream Girl and Star Boy. He escapes, but runs into Shrinking Violet. He is then warped away to safety. On Winath, Radiation Roy attacks and kidnaps Light Lass. He too warps to safety. On Takron-Galtos, Timber Wolf, Chameleon Boy, Ultra Boy, Shadow Lass, and Mon-El battle the invading Ol-Vir. Ron-Karr, Chameleon Chief, and others are freed and all the villains are warped away. Marte Allon resigns as Earth President. (Karen Berger; Levitz/ Giffen; Giffen/ Mahlstedt)

TALES OF THE LEGION # 314
cover date: August 1984
title: story one: "The Trial of Ontiir"
comments: Supergirl is present at the trial of Ontiir. Ontiir teleports away to the Dark Circle. The Legion go to Dark Circle space. Invisible Kid II drops Danielle off at the home of Francine, his other sister. Note: This series continues its numbering from *THE LEGION OF SUPER-HEROES [second series]*. (Berger; Levitz/ Giffen; Shoemaker/ Kesel)
title: story two: "A Witch Shall Be Born"
comments: Origin of White Witch, part one of three. Blok studies video tapes on the White Witch. Naltor joined the Federation slightly over a hundred years earlier. Naltor was settled by people from the Sorcerers' World. Nura and Mysa's mother, Kiwa, died when Mysa was 10 years old. (Berger; Levitz/ Giffen; Tuska/ Kesel)

DC SAMPLER # 2
cover date: September 1984
title: none
comments: This comic contains samples of current DC titles including the Legion of Super-Heroes.

LEGION OF SUPER-HEROES [third series] # 2
cover date: September 1984
title: "... Where A Villain?"
comments: Part two of five. At M-17W, Lazon, Magno Lad, and Titania battle against Wildfire and Dawnstar. Mon-El and Ultra Boy arrive to help. The villains warp away. The Legion of Super-Villains use Zymyr's warp technology to steal Earth's polymer shield. They fight briefly with the Legion and then warp to safety. Saturn Girl goes into labor. The LSV attack Orando, capturing Karate Kid and Projectra. They use one of the Legion flight rings to signal an alarm to the other Legionnaires in order to lead them into a trap. Note: First actual appearance of Cosmic King. (Berger; Levitz/ Giffen; Giffen/ Mahlstedt)

TALES OF THE LEGION # 315
cover date: September 1984
title: story one: "Judgment!"
comments: The Legionnaires, including Supergirl, battle the Dark Circle. The Science Police arrive and Zendek kills Ontiir. Supergirl returns to the 20th century. (Berger; Levitz/ Giffen; Shoemaker/ Kesel)
title: story two: "The Forging"
comments: Origin of White Witch, part two of three. Mysa goes to the Sorcerers' World and studies magic under Mordru. Mordru casts a spell which turns Mysa into the Hag. The sorcerers, believing it is a sign of her inner evil, exile her. (Berger; Levitz/ Newell; Tuska/ Kesel)

LEGION OF SUPER-HEROES [second series] ANNUAL # 3
cover date: 1984
title: "The Curse"
comments: Lightning Lad stops Dr. Hanscom from turning him into Starfinger once again. Saturn Girl is about to give birth. A team of Legionnaires arrive on Avalon and discover that Mordru is no longer imprisoned. Shadow Kid quits the Legion Academy. Shadow Lass and Shadow Kid are magically transported to the Sorcerers' World. The Legionnaires on Avalon contact those at M-17W and tell them to meet at the Sorcerers' World. The Dark Circle is stopped from raising Mordru. Darkseid secretly steals one of the twins from Saturn Girl's womb. Saturn Girl gives birth to Graym Ranzz, believing he is the only child she was carrying. Darkseid sends the stolen child back in time and transforms him into Validus, one of the Legion's greatest foes. Note: This issue also contains a text feature on the foes of the Legion. (Berger; Levitz/ Giffen; Swan/ Tanghal)

THE BEST OF DC # 52
cover date: September 1984
title: (*Legion* reprint): THE LEGION OF SUPER-HEROES [second series] #305
comments: Digest format. "Best of the Year" on cover. Reprint.

LEGION OF SUPER-HEROES [third series] # 3
cover date: October 1984
title: "Everywhere A Villain ... ?"
comments: Part three of five. A team of Legionnaires (Element Lad, Chameleon Boy, Phantom Girl, Ultra Boy, Shrinking Violet) leave the Sorcerers' World for Orando. A warp appears, capturing them. Legionnaires on Earth head to Orando. Lightning Lord zaps his imprisoned sister Light Lass. The Super-Heroes arrive and fight the Super-Villains. Nemesis Kid is revealed as leader of the LSV. The LSV warp out of battle. Orando is teleported into another dimension. Note: Night Girl appears. (Berger; Levitz/ Giffen; Lightle/ Mahlstedt)

TALES OF THE LEGION # 316
cover date: October 1984
title: story one: "Meanwhile ..."
comments: Cosmic Boy and the Substitute Heroes are stranded in space. Saturn Girl and Lightning Lad take a leave of absence to enjoy their new child. Invisible Kid II takes the original Invisible Kid to the Dream Dimension. Cosmic Boy and the Subs are rescued by Legion Academy students Comet Queen, Laurel Kent, and Magnetic Lad. Wildfire disappears. (Berger; Levitz/ Giffen; Shoemaker/ Kesel)
title: story two: "The Path Not Taken"
comments: Origin of White Witch, part three of three. The Hag meets Prince Evillo who promises to cure Mysa's ugliness. Note: Leads into the events of *ADVENTURE COMICS #350-351*. (Berger; Levitz/ Newell; Tuska/ Kesel)

LEGION OF SUPER-HEROES [third series] # 4
cover date: November 1984
title: "Lest Villainy Triumph"
comments: Part four of five. Ayla smashes her power distorters. Ayla regains her lightning powers and re-assumes the name "Lightning Lass". Karate Kid escapes. Lightning Lass attacks the LSV members. The Legion of Substitute Heroes, Reserves, and Academy students appear. The other Legion prisoners are freed. Karate Kid fights Nemesis Kid. The Heroes fight the Villains. Projectra joins her husband against their enemy. Karate Kid is critically wounded in battle against Nemesis Kid. He sacrifices his life to destroy the LSV teleportation device. (Berger; Levitz/ Giffen; Lightle/ Mahlstedt)

TALES OF THE LEGION # 317
cover date: November 1984
title: story one: "Death Trip!"
comments: Wildfire appears in the Dream Dimension where he meets up with the two Invisible Kids. The original Invisible Kid is revealed to be a demon from that dimension. Elsewhere, the Monitor and Lyla view Dev-Em. (Berger; Levitz/ Giffen/ Newell; Shoemaker/ Kesel)
title: story three: "Once A Hero ..."
comments: Duplicate Boy loses his powers from the depression suffered losing Shrinking Violet's love. The other Heroes of Lallor fix him up with a new woman and his powers return. Note: Life Lass=Somi, Evolvo Lad=Sev, Gas Girl=Tal. Story two is a Flash Force 2000 insert. (Berger; Levitz/ Newell; Tuska/ Kesel)

LEGION OF SUPER-HEROES [third series] # 5
cover date: December 1984
title: "An Eye For An Eye A Villain For A Hero!"
comments: Part five of five. Lightning Lass defeats her brother Lightning Lord. Zymyr teleports Lightning Lass and Lightning Lord away. Projectra kills Nemesis Kid by breaking his neck. The LSV are defeated. LSV members in regular space are captured, members on Orando escape. Five Legionnaires (Element Lad, Chameleon Boy, Phantom Girl, Ultra Boy, and Shrinking Violet) escape Orando in a bubble. Orando continues its journey into the other dimension. (Berger; Levitz/ Giffen; Lightle/ Mahlstedt)

TALES OF THE LEGION # 318
cover date: December 1984
title: "Shadows of Future Past"
comments: Part one of two. Shadow Kid is caught on Talok VIII by the Persuader and Lady Memory. Mon-El and Shadow Lass head to Talok VIII to investigate. Brainiac 5 attempts to boost Dawnstar's tracking powers. Mon-El and Shadow Lass find Shadow Kid a prisoner of Lady Memory. Lady Memory causes Mon-El to re-live the tortures of his 1,000 year exile in the Phantom Zone ... driving him insane. Note: First appearance of Lady Memory. (Berger; Levitz; Shoemaker/ Kesel)

GREEN LANTERN [second series] # 183
cover date: December 1984
title: story one: "Day of Disaster"
comments: Flashback to Karate Kid's battle with Major Disaster (refer to the *KARATE KID* series).

LEGION OF SUPER-HEROES [third series] # 6
cover date: January 1985
title: "Silver Linings"
comments: The origin of Lightning Lass is recapped. Lightning Lass defeats Lightning Lord. She then dons a new costume and leaves to rejoin the Legion. (Berger; Levitz; Orlando/ Mahlstedt)

DC SAMPLER # 3
cover date: January 1985
title: none
comments: This comic contains samples of current DC titles including the Legion of Super-Heroes.

ACTION COMICS # 563
cover date: January 1985
title: story three (*Superman* feature): "Jimmy Olsen - - Blob!"
comments: Jimmy Olsen drinks a defective Elastic Lad serum. No Legion appearances.

TALES OF THE LEGION # 319
cover date: January 1985
title: "If Memory Should Fail"
comments: Part two of two. Lady Memory has caused Mon-El to re-live the torturous millennium that he spent in the Phantom Zone, driving him insane. Shadow Lass and Shadow Kid witness his horror. Brainiac 5 attempts to boost Dawnstar's powers once again. The origins of Shadow Lass and Lady Memory are told. Dev-Em goes undercover in the Dark Circle. The Legion defeat Lady Memory and the Persuader. Superboy snaps Mon-El out of his hysteria by producing a Phantom Zone Projector. The Monitor and Lyla observe all events secretly from the Monitor's satellite. (Berger; Levitz; Shoemaker/ Kesel)

THE BEST OF DC # 57
cover date: February 1985
title: (*Legion* reprints): ADVENTURE COMICS #324-329 plus the "Origins and Powers" featurette from ADVENTURE COMICS #316
comments: Digest format. Reprints.

LEGION OF SUPER-HEROES [third series] # 7
cover date: February 1985
title: "A Choice Of Dooms"
comments: The five lost Legionnaires stumble upon a planet in limbo and discover a Controller building a Sun-Eater. Lightning Lass is told that she can't rejoin the Legion because duplication of powers is not allowed ... she insists on a waiver of that rule. Science Police on Winath find a murdered detective and discover that he is a descendant of Batman. (Berger; Levitz; Lightle/ DeCarlo)

TALES OF THE LEGION # 320
cover date: February 1985
title: story one: "Magpie Complex"
comments: The Monitor and Lyla supply Universo with a criminal named the Magpie. Oli Queen's tour is shown. Note: This issue includes a two-page pin-up of the Legion headquarters. (Berger; Levitz/ Newell; Jurgens/ Kesel)
title: story two: "Triangle?"
comments: Sun Boy tale. (Berger; Levitz/ Newell; Jurgens/ Kesel)

LEGION OF SUPER-HEROES [third series] # 8
cover date: March 1985
title: "To Destroy A World!"
comments: The lost Legionnaires find a way back to the Earth dimension; they destroy the Controller's world before they leave (continues in *DC COMICS PRESENTS #80*). At the Legion Academy, Comet Queen and Magnetic Kid witness Laurel Kent getting shot. Cosmic Boy tells Night Girl he is considering quitting. The remaining LSV members are captured on S'cardas IV. (Berger; Levitz; Lightle/ Mahlstedt)

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 1
cover date: March 1985
title: untitled
comments: Who's Who features include pages on: Amethyst.

TALES OF THE LEGION # 321
cover date: March 1985
title: "Into Exile!"
comments: Part one of three. Brainiac 5 and Dawnstar land on the planet Exile. Brainiac 5 finds late 24th century wheat and meets a man who speaks North American English. (Berger; Newell/ Levitz; Jurgens/ Kesel)

DC SPOTLIGHT # nn
cover date: 1985
title: none
comments: This comic contains samples of current DC titles including the Legion of Super-Heroes.

CRISIS ON INFINITE EARTHS # 1
cover date: April 1985
title: "The Summoning!"
comments: Dawnstar appears. (Wolfman; Wolfman/ Wein/ Greenberger; Perez/ Giordano)

DC COMICS PRESENTS # 80
cover date: April 1985
title: (*Superman/Legion* feature): "A World Full Of Supermen!"
comments: This story follows *LEGION OF SUPER-HEROES [third series] #8*. Element Lad, Ultra Boy, Shrinking Violet, Phantom Girl, and Chameleon Boy arrive in the 20th century. After an adventure with Superman, they return home. (Schwartz; Kupperberg; Swan/ Hunt)

LEGION OF SUPER-HEROES [third series] # 9
cover date: April 1985
title: "Reunion"
comments: The five missing Legionnaires return. R. J. Brande meets with the Proteans. At the Legion Academy, the bullet which pierced Laurel Kent's invulnerable body is determined to be made of Kryptonite. Timber Wolf discovers that he is heir to Karate Kid's fortune. Note: First full appearance of Academy student Tellus. Blok dons a new costume. (Berger; Levitz; Lightle/ Mahlstedt)

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 2
cover date: April 1985
title: untitled
comments: Who's Who features include pages on: No Legion pages this issue.

TALES OF THE LEGION # 322
cover date: April 1985
title: "Lost Among the Missing"
comments: Part two of three. Brainiac 5 and Dawnstar on Exile. Brainiac 5 discovers archaic Greek symbols and a computer disk with Terran markings. On the Dark Circle homeworld, Dev-Em is undercover but is unaware that the Circle is tracking him. (Berger; Newell/ Levitz; Jurgens/ Kesel)

CRISIS ON INFINITE EARTHS # 2
cover date: May 1985
title: "Time And Time Again!"
comments: Brainiac 5, Chameleon Boy, Colossal Boy, Dawnstar, Lightning Lass, Phantom Girl, Wildfire, and Shvaughn Erin and the Science Police appear. (Wolfman; Wolfman; Perez/ Giordano)

DC COMICS PRESENTS # 81
cover date: May 1985
title: (Superman/Ambush Bug feature): "All This And Kobra Too!"
comments: Ambush talks with Paul Levitz about the Legion of Super-Heroes. No Legion appearances.

LEGION OF SUPER-HEROES [third series] # 10
cover date: May 1985
title: "Election Day"
comments: The Legion thwarts the Khunds' assassination attempts on three candidates for President of Earth. Sun Boy stops Ghorbak the Khund. Invisible Kid II manifests a new power when he teleports himself and Wharlik the Khund to outer space. Wharlik dies in the vacuum of space. Wildfire saves Mojai Desai. Colossal Boy and Yera save Marte Allon from Khidrack. Mojai Desai wins the election (his aide, Vidgupta, is later revealed to be Universo). Cosmic Boy takes a leave of absence. Timber Wolf meets with Sensei. (Berger; Levitz; Lightle/ Mahlstedt)

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 3
cover date: May 1985
title: untitled
comments: Who's Who features include pages on: Blok, Bouncing Boy, Brainiac 5.

TALES OF THE LEGION # 323
cover date: May 1985
title: "Look Homeward Legionnaires"
comments: Part three of three. Brainiac 5 believes that the Exiles came from 23rd century Earth at the time of the Great Wars. Brainiac 5 and Dawnstar return home. Elsewhere, Dev-Em is captured by the Dark Circle. (Berger; Newell/ Levitz; Jurgens/ Kesel)

CRISIS ON INFINITE EARTHS # 3
cover date: June 1985
title: "Oblivion Upon Us"
comments: Brainiac 5, Cosmic Boy, Dawnstar, Dream Girl, Element Lad, Lightning Lass, Mon-El, Sun Boy, Wildfire, and Kid Psycho appear. Kid Psycho dies in this issue. (Wolfman; Wolfman; Perez/ Giordano/ DeCarlo)

THE BEST OF DC # 61
cover date: June 1985
title: (*Legion* reprint): THE LEGION OF SUPER-HEROES [second series] #308
comments: Digest format. "Best of the Year" on cover. Reprint.

LEGION OF SUPER-HEROES [third series] # 11
cover date: June 1985
title: story one: "Taking Care Of Business: Old Business"
comments: Lightning Lad, Saturn Girl, and Cosmic Boy release from prison the men who attempted to assassinate R. J. Brande. Superboy appears and mentions the possibility of rejoining. Bouncing Boy tells Superboy that history indicates that he quit for good. Note: The new President of Earth is incorrectly referred to as "Mojil". (Berger; Levitz; Colon/ Mahlstedt)
title: story two: "New Business"
comments: Bouncing Boy learns the origin of Comet Queen. (Berger; Levitz; Giffen/ Kesel)

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 4
cover date: June 1985
title: untitled
comments: Who's Who features include pages on: Chameleon Boy, Chemical King, Chlorophyll Kid.

ACTION COMICS # 568
cover date: June 1985
title: story two (*Superman* feature): "The Amazing Matchmaker of Metropolis!"
comments: Officer Shvaughn Erin of the 30th century Science Police appears in the 20th century. No Legion appearances.

TALES OF THE LEGION # 324
cover date: June 1985
title: story one "The Secret Of the Dark Circle"
comments: The Legion are on Amadus, the fourth planet of the Sentry-Alpha system, a world in close proximity to the Dark Circle Alliance. Laurel Kent visits Dawnstar. The Persuader is shown on Takron-Galtos. On Amadus, the Legionnaires battle a powerful Dark Circle henchman who is revealed to be a Dev-Em clone. (Berger; Levitz/ Newell; Jurgens/ Kesel)
title: story two: "The Missing Planet Puzzle"
comments: Invisible Kid II tale. (Berger; Levitz/ Newell; Colon/ Martin)

CRISIS ON INFINITE EARTHS # 4
cover date: July 1985
title: "And Thus Shall the World Die!"
comments: Brainiac 5, Dawnstar, Dream Girl, Shrinking Violet, Star Boy, and Ultra Boy appear. (Wolfman; Wolfman; Perez/ DeCarlo)

LEGION OF SUBSTITUTE HEROES SPECIAL # 1
cover date: 1985
title: "You Can't Keep A Good Villain Down"
comments: The Substitute Heroes and Tenzil Kem of Bismoll (Matter-Eater Lad) battle Pulsar Stargrave. (Berger; Levitz/ Giffen; Giffen/ Kesel)

LEGION OF SUPER-HEROES [third series] # 12
cover date: July 1985
title: story one: "The More Things Change"
comments: Saturn Girl, Lightning Lad, and Cosmic Boy resign. Superboy appears. Note: Timber Wolf dons a new costume. (Levitz; Lightle/ Machlan)
title: story two: "The More Things Stay the Same"
comments: Element Lad is re-elected. Academy students (Tellus, Magnetic Kid, Comet Queen, Laurel Kent, and Power Lad) appear. Note: This is the first time that Jed Rikane is referred to as "Power Lad". Third appearance of Flynt Brojj. (Berger; Levitz; Colon/ Mahlstedt)

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 5
cover date: July 1985
title: untitled
comments: Who's Who features include pages on: Color Kid, Colossal Boy, Controllers, Cosmic Boy, Cosmic King.

TALES OF THE LEGION # 325
cover date: July 1985
title: "5 To the Infinite Power"
comments: The Legion battle the Dark Circle, who holds Dev-Em. Dev-Em is freed. Only five clones are left to defeat. White Witch uses a reabsorption spell to eliminate the remaining clones. Ontiir is revealed to be alive and one of the Dark Circle. Note: Dev-Em dons a new costume. This is the last issue with original stories; reprints begin with the next issue. (Berger; Levitz/ Newell; Jurgens/ Kesel)

CRISIS ON INFINITE EARTHS # 5
cover date: August 1985
title: "World's In Limbo"
comments: Blok, Bouncing Boy, Brainiac 5, Chameleon Boy, Colossal Boy, Cosmic Boy, Dawnstar, Dream Girl, Duo Damsel, Element Lad, Invisible Kid II, Lightning Lad, Lightning Lass, Mon-El, Phantom Girl, Polar Boy, Saturn Girl, Shadow Lass, Shrinking Violet, Star Boy, Sun Boy, Timber Wolf, Ultra Boy, Wildfire, Chlorophyll Kid, and Proty II appear. (Wolfman; Wolfman; Perez/ Ordway)

AMBUSH BUG # 3
cover date: August 1985
title: "The Ambush Bug History of the DC Universe"
comments: This four issue mini-series takes place outside of regular DC continuity. The Legion of Super-Pets appear in a feature entitled "The ~~Revenge~~ Return of the Super-Pets". Proty appears in "The Ambush Bug Mart".

LEGION OF SUPER-HEROES [third series] # 13
cover date: August 1985
title: "If You Think Khunds Are Cuddly, You'll Love the Lythyls!"
comments: Leland McCauley returns. Timber Wolf and Sensei travel to Lythyl to honor Karate Kid's will. Karate Kid believed that Lythyl corrupted his father and asked that Timber Wolf plant a flower seed there as a sign of hope. Note: Blok dons a new costume. First appearance of new applicants, including Energy Boy. First appearance of Myg (later called Karate Kid *[II]*). (Berger; Levitz; Lightle/ Mahlstedt)

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 6
cover date: August 1985
title: untitled
comments: Who's Who features include pages on: Dark Circle, Darkseid, Dawnstar.

TALES OF THE LEGION # 326
cover date: August 1985
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #1
comments: Reprint.

THE BEST OF DC # 64
cover date: September 1985
title: (*Legion* reprints): SUPERBOY [first series] #117 and ADVENTURE COMICS #330-334
comments: Digest format. Reprints. This issue also contains a Legion headquarters featurette.

CRISIS ON INFINITE EARTHS # 6
cover date: September 1985
title: "3 Earths! 3 Deaths!"
comments: Blok appears. (Wolfman; Wolfman; Perez/ Ordway)

LEGION OF SUPER-HEROES [third series] # 14
cover date: September 1985
title: "Unto the New Generation"
comments: The Legion hold a membership drive. Legion Academy students Tellus, Comet Queen, Magnetic Kid, and Power Boy apply. Other applicants include Sensor Girl, Mentalla, and Quislet. Polar Boy arrives, announcing that he just disbanded the Substitute Heroes and wishes to take advantage of the Legion's offer to wave the "18 year-old" rule. Sensor Girl, Polar Boy, Magnetic Kid, Quislet, and Tellus join. Note: This is the first time that Jed Rikane is referred to as "Power Boy". First appearance of applicants Sensor Girl, Mentalla, and Quislet. Second appearance of applicant Energy Boy. Dev-Em appears. (Berger; Levitz; Lightle/ Mahlstedt)

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 7
cover date: September 1985
title: untitled
comments: Who's Who features include pages on: Doctor Regulus, Dream Girl, Duo Damsel, Duplicate Boy, Elastic Lad, Element Lad, Emerald Empress.

TALES OF THE LEGION # 327
cover date: September 1985
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #2
comments: Reprint.

CRISIS ON INFINITE EARTHS # 7
cover date: October 1985
title: "Beyond the Silent Night"
comments: Supergirl dies battling the Anti-Monitor. Blok, Brainiac 5, Mon-El, Saturn Girl, and Wildfire appear. (Wolfman; Wolfman; Perez/ Ordway/ Giordano)

LEGION OF SUPER-HEROES [third series] # 15
cover date: October 1985
title: "Hostage On A Hostile Star"
comments: Timber Wolf, Sensei, and Myg visit Karate Kid's grave on Shanghalla. At the Time Institute, Brainiac 5 mentions that this is the day before the 1,000th anniversary of Supergirl's death. Dr. Regulus kidnaps the new members. Cosmic Boy and Night Girl dedicate the original Legion clubhouse as a super-hero museum. Note: The original Legion clubhouse was also later used by the Substitute Heroes. (Berger; Levitz; LaRocque/ Mahlstedt)

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 8
cover date: October 1985
title: untitled
comments: Who's Who features include pages on: Fatal Five, Ferro Lad, Fire Lad.

LEGION OF SUPER-HEROES [third series] ANNUAL # 1
cover date: October 1985
title: "Revenge Is A Dish Best Served Cold"
comments: It is discovered that the gun used to shoot Laurel Kent came from Thanagar. On Thanagar, some Hawk Police are killed while others are not (those killed turn out to be descendants of Hawkman). A connection is made between these events and the murder of Batman's descendant. The Legion stop an attempt on tour guide Oli Queen, descendant of Green Arrow. The Legion also stop an attempt on Don and Dawn Allen, descendants of the Flash. The Legion stop the robot which has been committing the murders. The Legionnaires discover the identity of the person responsible for murdering descendants of the Justice League ... Professor Ivo. In the late 20th century, Ivo had placed himself in suspended animation. He has been awakening at brief intervals and attempting to murder the Justice League's descendants every so often for the past 1,000 years! Note: This issue also continues the "Legion Checklist" text feature. (Berger; Levitz; Giffen/ Kesel)

TALES OF THE LEGION # 328
cover date: October 1985
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #3
comments: Reprint.

THE BEST OF DC # 66
cover date: November 1985
title: (*Superman/Legion* reprint): DC COMICS PRESENTS #13
comments: Digest format. "Superman Team-Ups" on cover. Reprint.

CRISIS ON INFINITE EARTHS # 8
cover date: November 1985
title: "A Flash Of Lightning"
comments: The Earth-One Flash dies battling the Anti-Monitor. Blok, Brainiac 5, Chameleon Boy, Colossal Boy, Dawnstar, Dream Girl, Element Lad, Lightning Lad, Lightning Lass, Mon-El, Phantom Girl, Saturn Girl, Shadow Lass, Shrinking Violet, Star Boy, Sun Boy, Ultra Boy, White Witch, Wildfire, and Proty II appear. (Wolfman; Wolfman; Perez/ Ordway)

LEGION OF SUPER-HEROES [third series] # 16
cover date: November 1985
title: "Baptism"
comments: Crisis On Infinite Earths crossover. Brainiac 5 mourns the 1,000th anniversary of Supergirl's death at the hands of the Anti-Monitor. Rond Vidar and the Chronarch are present. Brainiac 5 mentions that he built the time bubble to meet Supergirl, knowing full well that she was destined to die an early death. Brainiac 5 makes a statement explaining why he wouldn't attempt to alter history ... "I could take the time bubble ... try to change history and save her ... if the resulting paradox didn't destroy us both. As it has everyone else who ever tried and didn't return.". The Legion attend the baptism of Graym Ranzz. (Berger; Levitz; Lightle/ Smith)

GREEN LANTERN [second series] # 194
cover date: November 1985
title: "5"
comments: Crisis On Infinite Earths crossover. Dawnstar appears.

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 9
cover date: November 1985
title: untitled
comments: Who's Who features include pages on: Gemworld, Grimbor.

TALES OF THE LEGION # 329
cover date: November 1985
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #4
comments: Reprint.

CRISIS ON INFINITE EARTHS # 9
cover date: December 1985
title: "War Zone"
comments: Cosmic King, Dr. Regulus, Lightning Lord, Mano, Persuader, and Validus appear. (Wolfman; Wolfman; Perez/ Ordway)

THE BEST OF DC # 67
cover date: December 1985
title: (*Legion* reprints): ADVENTURE COMICS #335-336, SUPERBOY [first series] #124, ADVENTURE COMICS #337-338, SUPERBOY [first series] #125, and ADVENTURE COMICS #339
comments: Digest format. Reprints.

LEGION OF SUPER-HEROES [third series] # 17
cover date: December 1985
title: (*Legion* feature): "A New Beginning"
comments: The Legion thwart Leland McCauley's assassination attempt on R. J. Brande. Brainiac 5 tries to analyze Invisible Kid II's new powers. Brainy finds large amounts of Element 271 in his glands. R. J. Brande decides to disappear for a while and start a new life. (Berger; Levitz/ Lightle/ Smith)
title: (*Legion* featurette): "Legionnaires' Fact File"
comments: Five page featurette on the members of the Legion.

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 10
cover date: December 1985
title: untitled
comments: Who's Who features include pages on: Heroes of Lallor.

TALES OF THE LEGION # 330
cover date: December 1985
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #5
comments: Reprint.

CRISIS ON INFINITE EARTHS # 10
cover date: January 1986
title: story one: "Death At the Dawn Of Time!"
comments: Blok, Bouncing Boy, Brainiac 5, Chameleon Boy, Colossal Boy, Cosmic Boy, Dawnstar, Dream Girl, Duo Damsel, Element Lad, Invisible Kid II, Lightning Lad, Lightning Lass, Magnetic Kid, Mon-El, Phantom Girl, Polar Boy, Saturn Girl, Sensor Girl, Shadow Lass, Shrinking Violet, Star Boy, Sun Boy, Tellus, Timber Wolf, Ultra Boy, White Witch, and Wildfire appear. Lightning Lord, Magno Lad, Persuader, Validus, and Time Trapper appear. (Wolfman; Wolfman; Perez/ Ordway)
title: story two: "The Monitor Tapes ..."
comments: Story two runs along the bottom of the entire issue. Chameleon Chief, Cosmic King, Dr. Regulus, Emerald Empress, Esper Lass, Lightning Lord, Mano, Persuader, Radiation Roy, Silver Slasher, Sun Emperor, Tharok, Titania, Tyr, and Validus appear. Takron-Galtos is destroyed by a wave of anti-matter. (Wolfman; Wolfman; Perez/ Ordway)

LEGION OF SUPER-HEROES [third series] # 18
cover date: January 1986
title: "Has Anyone Noticed A Crisis Going On?"
comments: Crisis On Infinite Earths crossover. At the Time Institute, Rond Vidar observes on a monitor screen the destruction of the Crisis and watches Kid Psycho die. He states that no one is aware that it is even happening ... they forget almost as soon as disasters are averted. Rond finds Brainiac 5 watching vids of Supergirl's death. He can't believe that Brainy has ignored the destruction, but Brainy responds that he can't remember any events. The Legionnaires ready Kid Psycho's monument ship for its flight to Shanghalla but realize that they can't remember how he died. Other Legionnaires help evacuate Takron-Galtos but they can't remember what has caused the approaching anti-matter wave. Validus is transported away by Darkseid. At the Time Institute, Chronarch suggests to Rond and Brainy that the time beacon is helping to slow the effects of this disaster. They perform an experiment which brings the Infinite Man back from the timestream. The Infinite Man battles the Legion. The White Witch uses her powers to send the time-energy back into the timestream ... transforming the Infinite Man back into Professor Jaxon Rugarth. Takron-Galtos is destroyed by the wave of anti-matter. (Berger; Levitz; LaRocque/ Mahlstedt)

INFINITY INC. # 22
cover date: January 1986
title: "Uncivil Wars!"
comments: Crisis On Infinite Earths crossover. Blok, Bouncing Boy, Brainiac 5, Colossal Boy, Lightning Lass, Saturn Girl, Shadow Lass, Sun Boy, and Ultra Boy appear.

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 11
cover date: January 1986
title: untitled
comments: Who's Who features include pages on: Infinite Man, Insect Queen *[I]*, Invisible Kid *[I]*, Invisible Kid *[II]*.

ALL-STAR SQUADRON # 53
cover date: January 1986
title: "World's In Turmoil"
comments: Crisis On Infinite Earths crossover. Brainiac 5, Colossal Boy, Mon-El, and Ultra Boy appear.

TALES OF THE LEGION # 331
cover date: January 1986
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #6
comments: Reprint.

THE BEST OF DC # 69
cover date: February 1986
title: (*Legion* reprint): TALES OF THE LEGION #320
comments: Digest format. "Best Team Stories of the Year" on cover. Reprint.

LEGIONNAIRES THREE # 1
cover date: February 1986
title: "Future Shock!"
comments: Four issue mini-series. Cosmic Boy, Saturn Girl, and Lightning Lad versus the Time Trapper. First full appearance of the true Time Trapper. (Berger; Giffen/ Newell; Colon/ Kesel)

JUSTICE LEAGUE OF AMERICA # 247
cover date: February 1986
title: "There's No Place Like Home"
comments: No Legion appearances. The prison planet Takron-Galtos is depicted.

LEGION OF SUPER-HEROES [third series] # 19
cover date: February 1986
title: story one: "No Good Deed Goes Unpunished"
comments: Part one of two. A Controller kidnaps five Legionnaires (Element Lad, Chameleon Boy, Phantom Girl, Ultra Boy, and Shrinking Violet) to help him destroy Tyr's war-world, Tyrraz. The Controller tells the remaining Legionnaires that the five must complete a task that they interrupted on their journey through limbo. At the edge of the galaxy, another Controller explains that he had created a Sun-Eater to stop Tyrraz from reigning terror on other worlds ... the five Legionnaires destroyed the Sun-Eater and the technology needed to build another. The five discover that Tyrraz is inhabited and refuse to destroy it; they will instead seek another way. (Berger; Levitz; LaRocque/ Mahlstedt)
title: story two: "Freedom of Choice"
comments: Invisible Kid *[II]* has Dr. Gym'll remove his teleportation powers but leaves his invisibility powers intact. (Berger; Levitz; Patton/ DeCarlo)

AMBUSH BUG STOCKING STUFFER # 1
cover date: 1986
title: "I Knew I Shoulda Taken That Left Toyn Back In Albakoyky"
comments: This one-shot takes place outside of regular DC continuity. The original and third Legion headquarters, as well as Kid Psycho's tombstone, are depicted.

BOOSTER GOLD # 1
cover date: February 1986
title: "The Big Fall"
comments: First appearance of Booster Gold. Booster shown with a force-field and a Legion flight ring. Both are shown frequently from this point on but references will not be tracked in this checklist. No Legion appearances.

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 12
cover date: February 1986
title: untitled
comments: Who's Who features include pages on: Khunds.

ALL-STAR SQUADRON # 54
cover date: February 1986
title: "The Crisis Comes To 1942! (And Vice Versa)"
comments: Crisis On Infinite Earths crossover. Blok and Sun Boy appear.

TALES OF THE LEGION OF SUPER-HEROES # 332
cover date: February 1986
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #7
comments: Reprint.

LEGIONNAIRES THREE # 2
cover date: March 1986
title: "From Hell To Eternity"
comments: Cosmic Boy, Saturn Girl, and Lightning Lad versus the Time Trapper. (Berger; Giffen/ Newell; Colon/ Kesel)

LEGION OF SUPER-HEROES [third series] # 20
cover date: March 1986
title: story one: "To Control A World"
comments: Part two of two. The Legionnaires realize they can stop the threat of the war-world by disabling Tyrraz's enormous engines. The Controller remains behind on Tyrraz. (Berger; Levitz; LaRocque/ Mahlstedt)
title: story two: "Night of Madness"
comments: Colossal Boy and Yera throw a Halloween party. (Berger; Levitz; Giffen/ DeCarlo)

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 13
cover date: March 1986
title: untitled
comments: Who's Who features include pages on: League of Super-Assassins, Legion Academy, Legion of Substitute Heroes, Legion of Super-Heroes, Legion of Super-Heroes headquarters, Legion of Super-Pets, Legion of Super-Villains, Lightning Lad, Lightning Lass, Lightning Lord.

TALES OF THE LEGION OF SUPER-HEROES # 333
cover date: March 1986
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #8
comments: Reprint.

LEGIONNAIRES THREE # 3
cover date: April 1986
title: "... And Then There Were Two!"
comments: Cosmic Boy, Saturn Girl, and Lightning Lad versus the Time Trapper. (Berger; Giffen/ Newell; Colon/ Kesel)

OUTSIDERS [first series] # 6
cover date: April 1986
title: story two: "The Outsiders at the Bat"
comments: Spoof: Legion characters depicted in baseball stands.

LEGION OF SUPER-HEROES [third series] # 21
cover date: April 1986
title: story one: "Obsession"
comments: The Emerald Empress frees the Persuader from the transport ship holding the prisoners of Takron-Galtos. Shadow Lass tells Phantom Girl that Mon-El's serum is failing ... the dose which normally lasts 48 hours lasts no more than 24 hours now. (Berger; Levitz; LaRocque/ Mahlstedt/ DeCarlo)
title: story two: "Training Session"
comments: Wildfire tests Quislet's powers. (Berger; Levitz; Cullins/ Martin)

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 14
cover date: April 1986
title: untitled
comments: Who's Who features include pages on: Magnetic Kid *[II]*, Mano.

TALES OF THE LEGION OF SUPER-HEROES # 334
cover date: April 1986
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #9
comments: Reprint.

DC COMICS PRESENTS # 93
cover date: May 1986
title: (*Superman/Elastic Four* feature): "That's the Way the Heroes Bounce!"
comments: Superman teams up with Elastic Lad, Plastic Man, and Elongated Man against a malleable criminal. Jimmy Olsen becomes Elastic Lad for the final time in this issue. No Legion appearances.

LEGIONNAIRES THREE # 4
cover date: May 1986
title: "Countdown"
comments: Cosmic Boy, Saturn Girl, and Lightning Lad versus the Time Trapper. (Berger; Giffen/ Newell; Colon/ Kesel)

LEGION OF SUPER-HEROES [third series] # 22
cover date: May 1986
title: "Dead End"
comments: Labyrinth is chosen as the new prison planet. Universo advances in his secret plans to control the Earth. The Time Institute is attacked by the Restorer, a henchman of Universo. Rond Vidar, Universo's son, is seriously injured. The Legionnaires respond. Rond is brought to the medi-complex. Mon-El's serum is now only lasting 20 hours. The Restorer attacks again and is captured, however before he can be interrogated his mind is fried. (Berger; Levitz; LaRocque/ DeCarlo)

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 15
cover date: May 1986
title: untitled
comments: Who's Who features include pages on: Matter-Eater Lad

TALES OF THE LEGION OF SUPER-HEROES # 335
cover date: May 1986
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #10
comments: Reprint.

HEX # 10
cover date: June 1986
title: "The Sin Killers"
comments: The Pocket Universe Superboy and the Legion of Super-Heroes appear (see *LEGION OF SUPER-HEROES [third series] # 23*). (Fleisher; Fleisher; Wagner/ Garzon)

LEGION OF SUPER-HEROES [third series] # 23
cover date: June 1986
title: "Back Home In Hell!"
comments: Mon-El is now in severe pain. Brainiac 5 informs the others that Mon-El has become immune to his anti-lead poisoning serum. Mon-El is put into the Phantom Zone against his wishes. Cosmic Boy and Night Girl borrow a time bubble to take a vacation in the 20th century. Other Legionnaires arrive in need of a time bubble to travel to Superboy's time. Chronarch tells them that time-travel has become difficult now and that the time-storms are worse than ever. Only one bubble is even left in working order. Tellus and Phantom Girl go into the Phantom Zone to locate Mon-El. The Legionnaires notice differences in the timestream but finally arrive in Smallville. They contact Superboy, who returns with them. Superboy too notices the differences. The turbulence is worse a few years into Superboy's future during the lost years of history. The storms are so bad that the time bubble slips out of the timestream during the 21st century. There they are spotted by Jonah Hex (see *HEX #10*). Superboy pushes the bubble back into the timestream and to the 30th century. Mon-El is returned from the Zone. Brainiac 5 uses a kryptonite laser needle to extract some of Superboy's

blood. He then irradiates it with green kryptonite radiation and introduces it into Mon-El's bloodstream. Brainiac 5 believes that Mon-El is now permanently cured. (Berger; Levitz; Lightle/ LaRocque/ DeCarlo)

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 16
cover date: June 1986
title: untitled
comments: Who's Who features include pages on: Mon-El, Mordru, Nemesis Kid, Night Girl.

TALES OF THE LEGION OF SUPER-HEROES # 336
cover date: June 1986
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #11
comments: Reprint.

JUSTICE LEAGUE OF AMERICA # 252
cover date: July 1986
title: "Arrival"
comments: No Legion appearances. Takron-Galtos is mentioned.

LEGION OF SUPER-HEROES [third series] # 24
cover date: July 1986
title: story one: "Suspicion"
comments: At the Legion Academy, some Legionnaires inquire about the whereabouts of Mentalla, a new student. Bouncing Boy states that she has disappeared. The Emerald Empress recruits Flare. Element Lad asks Sensor Girl to reveal her secret. She refuses and resigns. Note: This issue introduces a number of unnamed students, including a hero later referred to as the Westerner. First appearance of Flare. (Berger; Levitz; LaRocque/ Mahlstedt)
title: story two: "Togetherness"
comments: Timber Wolf and Lightning Lass come to terms with their former relationship. (Berger; Levitz; Breyfogle/ Mahlstedt)

BOOSTER GOLD # 6
cover date: July 1986
title: "To Cross the Rubicon"
comments: The origin of Booster Gold. This issue describes how Booster was a night watchman at the Space Museum in 2462 A.D.. He decides to take the Rip Hunter time machine back to the late 20th century to start a new life as a hero. He brings the miniature robot Skeets, gloves and control bands worn by an alien menace, energy rods, a power suit, a flight ring, and a force-shield belt with him. The flight ring and force-shield belt are said to have been lost by a green-skinned man who helped save the President of the United States in the late 20th century. No Legion appearances.

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 17
cover date: July 1986
title: untitled
comments: Who's Who features include pages on: Persuader.

TALES OF THE LEGION OF SUPER-HEROES # 337
cover date: July 1986
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #12
comments: Reprint.

JUSTICE LEAGUE OF AMERICA # 253
cover date: August 1986
title: "Pyre"
comments: No Legion appearances. Takron-Galtos is mentioned.

LEGION OF SUPER-HEROES [third series] # 25
cover date: August 1986
title: "Revelation"
comments: The new Fatal Five (Emerald Empress, Persuader, Flare, Caress, and Mentalla) strike. Emerald Empress blasts Sensor Girl, revealing her to be Projectra. Note: First appearance of Caress. (Berger; Levitz; LaRocque/ DeCarlo)

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 18
cover date: August 1986
title: untitled
comments: Who's Who features include pages on: Phantom Girl, Phantom Zone, Polar Boy, Proty [I], Proty II.

TALES OF THE LEGION OF SUPER-HEROES # 338
cover date: August 1986
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #13
comments: Reprint.

DC CHALLENGE # 10
cover date: August 1986
title: "Jules Verne Was Right!"
comments: This twelve issue maxi-series takes place outside of regular DC continuity. Lydea Mallor, 20th century ancestor of Shadow Lass, appears.

LEGION OF SUPER-HEROES [third series] # 26
cover date: September 1986
title: "Illusion"
comments: White Witch leaves for the Sorcerers' World. The origin of Sensor Girl is revealed. Emerald Empress learns that Mentalla never meant for the Fatal Five to win, that she only wished to show the Legionnaires that she was powerful enough for membership. The Emerald Empress kills Mentalla. Sensor Girl takes Persuader's senses away. The Fatal Five are defeated. (Berger; Levitz; LaRocque/ DeCarlo)

SUPERMAN [first series] # 423
cover date: September 1986
title: "Whatever Happened to the Man of Tomorrow?"
comments: Imaginary Story, part one of two. Continues in *ACTION COMICS #583*. The Adult Legion of Super-Heroes (Supergirl, Lightning Lad, Cosmic Boy, Saturn Girl, Brainiac 5, Invisible Kid) appear. Pete Ross is killed. The Legion of Super-Heroes give Superman a gift. (Schwartz; Moore; Byrne/ Kesel)

BOOSTER GOLD # 8
cover date: September 1986
title: "Time Bridge Chapter I"
comments: In the 30th century, Chronarch summons the Legionnaires. Brainiac 5, Chameleon Boy, and Ultra Boy are told that Rip Hunter's time machine was unearthed by a construction crew and that the remains of Brainiac 5's force-shield belt were found inside. They learn that someone took the time machine from the 25th century back to the 20th century, where it lay buried for a thousand years. In events that pre-date *BOOSTER GOLD #1*, Booster arrives in the time machine on August 20, 1985. He debuts on August 21 in costume. He realizes that history states that a shape-shifting assassin will try to kill the President on this day. As Booster tries to stop the assassin, the Legionnaires arrive, believing that Booster is attempting to kill the President. The true assassin flees and the Legionnaires capture Booster. (Gold; Jurgens; Jurgens/ DeCarlo)

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 19
cover date: September 1986
title: untitled
comments: Who's Who features include pages on: Quislet.

ACTION COMICS # 583
cover date: September 1986
title: (*Superman* feature):"Whatever Happened to the Man of Tomorrow?"
comments: Imaginary Story, part two of two. Continues from *SUPERMAN [first series] #423*. The Adult Legion of Super-Villains (Lightning Lord, Cosmic Man, Saturn Queen) appear. Elastic Lad is killed. The gift from the Legion of Super-Heroes is shown. Note: This issue also contains an article called "Superman in Action" which mentions the Legion. (Schwartz; Moore; Swan/ Schaffenberger)

TALES OF THE LEGION OF SUPER-HEROES # 339
cover date: September 1986
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #14
comments: Reprint.

SUPER POWERS [third series] # 1
cover date: September 1986
title: "Threshold"
comments: This four issue mini-series takes place outside of regular DC continuity. Tyr appears.

LEGION OF SUPER-HEROES [third series] # 27
cover date: October 1986
title: "Going Home"
comments: Several Legionnaires visit their homes. On Orando, Projectra gives up her throne. On Trom, Element Lad "joins" with Shvaughn Erin. On Zerox, the Teachers and White Witch cure Mordru. On Earth, Colossal Boy and Yera visit his parents. Sensor Girl is formally elected into the Legion. A mention is made of Brainiac 5, Chameleon Boy, and Ultra Boy still on a mission in the 20th century (see *BOOSTER GOLD #8-9*). (Berger; Levitz; LaRocque/ Doran/ MacManus/ Colan/ DeCarlo)

BOOSTER GOLD # 9
cover date: October 1986
title: "Time Bridge Chapter II"
comments: Booster and the Legionnaires realize they are on the same side. They team up and track down the assassin, who is attempting to strike again. Brainiac 5 uses his force-shield belt and Legion flight ring in conjunction to protect the President. When the danger has passed, the Legionnaires leave Booster in peace. Brainiac 5 leaves his force-shield belt and flight ring behind so as not to alter history. Even though Booster had decided on the name "Goldstar" for his costumed identity, President Reagan incorrectly calls him "Booster Gold" and the name sticks. Note: This story incorrectly states that the date is August 22nd instead of August 21st. (Gold/ Randall; Jurgens; Jurgens/ DeCarlo)

DC CHALLENGE # 12
cover date: October 1986
title: "Fathers Against Suns"
comments: This twelve issue maxi-series takes place outside of regular DC continuity. Cameo of Wildfire's chest.

SUPER POWERS [third series] # 2
cover date: October 1986
title: "Escape"
comments: This four issue mini-series takes place outside of regular DC continuity. Tyr appears.

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 20
cover date: October 1986
title: untitled
comments: Who's Who features include pages on: Saturn Girl, Saturn Queen, Sensor Girl, Shadow Lass.

LEGION OF SUPER-HEROES [third series] ANNUAL # 2
cover date: 1986
title: "Child of Darkness, Child of Light"
comments: Validus reappears on Rimbor after his disappearance from Takron-Galtos. Ol-Vir, the Daxamite child, brings Validus and Rimbor natives to a shrine to worship Darkseid. The Legionnaires attack. Ol-Vir and Validus escape in a boom tube. The Legionnaires hear Ol-Vir state that Validus is Darkseid's curse on the Legion. Validus and Ol-Vir attack Legion headquarters. Validus takes the Lightning Lad and Saturn Girl symbols off the mission monitor board and the pair disappear. On Winath, Lightning Lad and Saturn Girl play with their son Graym. Validus and Ol-Vir arrive. Validus grabs Graym to crush him. Saturn Girl stops Lightning Lad from attacking Validus, stating that she has learned that he too is their son. Saturn Girl pleads with Darkseid to return her children and, miraculously, Darkseid complies. Darkseid transforms Validus into a normal boy then destroys Ol-Vir. (Berger; Levitz; Swan/ Giffen/ Mahlstedt/ Colon)

TALES OF THE LEGION OF SUPER-HEROES # 340
cover date: October 1986
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #15
comments: Reprint.

HEX # 15
cover date: November 1986
title: "Chain Of Doom"
comments: Legion of Super-Heroes cameo. (Fleisher; Fleisher; Giffen/ Garzon)

LEGION OF SUPER-HEROES [third series] # 28
cover date: November 1986
title: "The Lost Hero"
comments: Star Boy resigns to become Xanthu's champion in Atmos' absence. Note: Atmos, champion of Xanthu, is first mentioned and an image shown. (Berger; Levitz; LaRocque/ DeCarlo)

TALES OF THE LEGION OF SUPER-HEROES ANNUAL # 4
cover date: 1986
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] ANNUAL #1
comments: Reprint.

SECRET ORIGINS [second ongoing series] # 8
cover date: November 1986
title: story one: "The Shadow of the Past"
comments: Origin of Shadow Lass. (Greenberger; Levitz; Mandrake)

SON OF AMBUSH BUG # 5
cover date: November 1986
title: "Ambush Bug Busted!!!!"
comments: This six issue mini-series takes place outside of regular DC continuity. Proty II appears in a feature entitled "What's Your Opinion?".

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 21
cover date: November 1986
title: untitled
comments: Who's Who features include pages on: Shrinking Violet, Star Boy, Starfinger.

TALES OF THE LEGION OF SUPER-HEROES # 341
cover date: November 1986
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #16
comments: Reprint.

SUPER POWERS [third series] # 3
cover date: November 1986
title: story one: "Machinations"
comments: This four issue mini-series takes place outside of regular DC continuity. Tyr appears. Note: Story two is a Mask insert.

LEGENDS # 1
cover date: November 1986
title: "Once Upon A Time ... !"
comments: Cosmic Boy appears. Lydda Jath (Night Girl) is mentioned. (Gold; Ostrander/ Wein; Byrne/ Kesel)

THE GREEN LANTERN CORPS ANNUAL # 2
cover date: 1986
title: story four (*Green Lantern* feature): "Tygers"
comments: Reference to Sodam Yat, a future Daxamite member of the Green Lantern Corps, called the Ultimate Green Lantern. No Legion appearances.

LEGION OF SUPER-HEROES [third series] # 29
cover date: December 1986
title: "No Star Shall Shine!"
comments: Lars Hanscom, the original Starfinger, is murdered. The Legionnaires clean up after crimes orchestrated by Starfinger II. Ambassador Relnic, under the control of Universo, takes Mon-El, Ultra Boy, and Blok with him to re-negotiate the peace treaty between the Dominators and the United Planets. Note: First appearance of Starfinger II. (Berger; Levitz; LaRocque/ DeCarlo)

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 22
cover date: December 1986
title: untitled
comments: Who's Who features include pages on: Stone Boy, Sun Boy, Sun-Eaters, Supergirl.

COSMIC BOY # 1
cover date: December 1986
title: "Those Who Will Not Learn the Lessons of History ..."
comments: Legends chapter 4. Cosmic Boy and Lydda Jath (Night Girl) appear in the 20th century. Note: Legends flashbacks include Superman. (Berger; Levitz; Giffen/ Colon/ Smith)

LEGENDS # 2
cover date: December 1986
title: "Breach Of Faith!"
comments: Cosmic Boy appears. Note: Cosmic Boys adventures in the 20th century conclude in the *COSMIC BOY* mini-series. (Gold; Ostrander/ Wein; Byrne/ Kesel)

TALES OF THE LEGION OF SUPER-HEROES # 342
cover date: December 1986
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #17
comments: Reprint. Note: This issue also reprints the first four pages of a five page featurette entitled "Legionnaires' Fact File" which appeared in *LEGION OF SUPER-HEROES [third series] #17*.

SUPER POWERS [third series] # 4
cover date: December 1986
title: "A World Divided"
comments: This four issue mini-series takes place outside of regular DC continuity. Tyr appears.

Section XII - Letters page:

Welcome to the third issue of *Legion Outpost II*. This fanzine is FREE on the Internet and will be made available through the mail a few months from now for a minimal fee (to cover reproduction and postage). I hope you like it. By issue *#6* I will have exhausted the majority of my research so send me anything and everything you've got! This won't work without you!

Before I go on, I'd like to thank the following America Online members for all their help: Myke 4, Jephers, and Policywonk.

Wow! This issue filled up really fast! Not only did I have to move some articles to issue *#4* but I was also forced to limit the checklist for this issue to three years.

I'd like to take this opportunity to thank everyone who has contributed articles to *Legion Outpost II* thus far. Also, I'd like to thank Myke 4 who scanned the headquarters for the covers of issues *#2* and *#3* and Policywonk who executed the Mac translations. Very soon, at work, I'm going to be temporarily moved to the night shift; I'm hoping to jump on one of the few Macs there and insert the graphics which are usually lost in the PC-to-Mac translation. The graphics in this issue are especially critical to the United Planets feature. Keep your fingers crossed.

A special thanks to Legion creator Tom McCraw and AOL member Jephers for sending me some really neat Legion stuff.

I hope everyone caught the Brainiac 5 appearance in *GUY GARDNER: WARRIOR #29*. Also, the Rokk Krinn/ pre-reboot Time Trapper appeared in *NEW TITANS ANNUAL #11* (this better be the very last time). A post-Zero Hour checklist and chronology should appear around *Legion Outpost II #7*.

I've begun my overhaul of *Legion Outpost II #1*. I'm going to slowly expand from the original 70 pages to 80 pages, adding more details to the comments section of the checklist entries. Also, I'm going to make a color scan of that "missing page of art" from *SUPERBOY #212* and insert it into the document. I'm also searching for a better scan of the original headquarters for the cover. Don't expect the final revision until after *Outpost II #6* though.

What's up for future issues? J Scrooge's spotlight on Lightning Lad. A spotlight on Jan Arrah by KevinWR. More Encyclopedia Galactica. Who's Who featuring XS and Chameleon. Plus, the roster of the Legion of Super-Villains and the Kamandi article that I promised. Also, a Superboy chronology and a Time Trapper history. Finally, the checklist continues: 1988 to 1990. Keep the articles coming!

A note to the readers regarding the checklist: (1) I noticed that my checklist sources more often than not left out punctuation (missing exclamation marks, use of triple periods and dashes). (2) I was uncertain of the publishing order of some issues but, using such sources as *Direct Currents*, I believe what I have presented is fairly accurate. (3) I did my best to chronicle even the most obscure cameos. Any and all corrections would be appreciated by not only me but all the readers as well. I believe this to be the most complete Legion checklist EVER! Help me make it perfect.

I hope to publish a new issue every two or three months ... it all depends on you. I will also be updating each issue with corrections at regular intervals. The way to tell the latest revision will be by the version number.

This fanzine was originally written in Microsoft Word for Windows (PC) 6.0. Upon request, I will attempt to save the file in other formats, however I am uncertain whether all of the special features will convert properly.

Well, that's it for now! Please E-MAIL all comments and ideas to me at outpost2@InfiniteEarths.org. Until next time ...

ADDENDUM:

One of the benefits of an electronic magazine is the ability of the publisher to go back and make corrections and improvements to his product. That is exactly what I have done to issues *#1* through *#6* of *Legion Outpost II*. By the time you read these words, I will have released the final "archive" versions of the first six issues of my 'zine.

It has been almost a year and a half since the initial release of the first issue. That first issue started out at 70 pages, was soon expanded to 80 pages, and now has grown to 128! The second issue has been increased from 80 to 96 pages. The third and sixth issues will be expanded to 84 pages. The fourth will grow to 92 pages. The fifth will become 88 pages.

Since I have a little space left here at the bottom of this issue's letters page, I thought I'd fill it with a picture of an alternate Legion headquarters, depicted in *ACTION COMICS #392*.